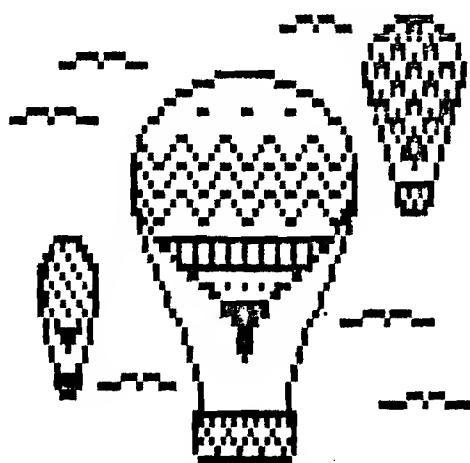




# DIPLOMACY WORLD



"Sure, London, Paris, Rome and Vienna were nice;  
but Campeau didn't say a word about the stores in  
Bouvet, The Maldives, Reunion, Papau New Guinea, or Tonga..."



"Shut up and keep blowing!  
Rodeo Drive is just past the next black dot."

#57  
WINTER  
1990



/ DIPLOMACY WORLD is a quarterly publication dealing with the game of Diplomacy. Subs are US\$15.00 in North America (4 issues per year), including first class postage. Single copy price is US\$4.00, postpaid. Overseas subs are US\$20.00 by surface mail and US\$40.00 by airmail. All prices are in US dollars and exclusive of any bank or currency charges. Make checks payable to DIPLOMACY WORLD or IDS and mail to DIPLOMACY WORLD, Box 620399, San Diego, CA 92162, USA. Allow six to ten weeks for delivery of all orders. Subs begin with the current issue if available. Materials for the magazine could be sent to Larry Peery at the above address. We can usually be reached by phone during the early afternoon. No phone calls before 1000 or after 2100, local time, please. Our phone number is 619-582-2904.

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Subscriptions received by the 10th of the month of issue (January, May, August, and November) begin with the current issue, if still available. Others begin with the following issue. Selected back issues, and other Diplomacy related materials & publications, are available. Ask for a copy of our Book & Gift Catalog.

DIPLOMACY WORLD was founded in 1974 by Walt Buchanan as a service to the Diplomacy hobby at large and as a publication of record for hobby statistics and other data. It is dedicated to the goals of covering the entire spectrum of hobby affairs and to printing the best original materials on the game and hobby which are available. DW is an Institute for Diplomatic Studies publication.

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Please check the address label on the envelope carefully. If there is a 57 on it your sub expires with this issue. It is time to renew now, so please don't delay or you may forget.

The deadline for issue 58 is 1 March, 1990.

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Please note our new mailing address. It is effective immediately. Also please note our new home office address which is 6103 Malcolm Dr., San Diego, CA 92115; which is also effective immediately.

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Be sure to check your mailing envelope label to see what your last issue of DW is. It's the number in the lower right corner.

And don't forget the deadline for the next issue is 15 March, not 1 April, not 16 April, and not 1 May. Otherwise, more Peeribleah.

INTRODUCTION

There are two things about this issue I don't like: too much Peeribleah and it's going in the mail three weeks after I planned. I take no responsibility for either; since materials that were promised for this issue did not arrive, and I waited patiently for several weeks hoping that unsolicited materials might come in. So, vintage Peeribleah is what you get.

On the other hand, it is great vintage Peeribleah. We'll go back and look at the '80s, The Blunder Years as I've called them; and even dare to suggest a few ways to deal with the '90s. There's an air of international sophistication, dare I say intrigue, in this issue, as you can find out the latest hobby news from Canada, Britain, France, and Austria; with news from the DC3 and my observations on my recent European tour. You'll meet James Nelson, our newest and youngest ever DW staff member.

WORLD DIPCON II is just a basketball game away and we'll let you know what's up with that, and other, summer Diplomacy events. It isn't all Peeribleah, thanx God, and you can read Berch's lies about his lies, Calhamer on Napoleon, McCausland throwing some fat on the fire, and Lowrey trying to justify his horrible performance playing Albania. There's even a couple of reviews guaranteed to take that gray color out of your oldest gym socks.

There's a contest about Eastern Europe and Central America that I hope many of you will decide to participate in. It's designed for both the egg-head and the omelet-maker, so it's got something for everybody.

There are a number of flyers and inserts in this issue. Most of them are self-explanatory. As I wind down my DW involvement, and gear up for WD, you have an opportunity to fill out your collection of back issues of DW, and get a copy of some of the DW Anthologies before they go out of print again. You might be smart to get yours now; while the getting is good.

Finally, to all of you who made my trip to Europe this fall such a wonderful experience, my thanx. It's a start. It does seem to be strange to be talking about a new start at this point in my hobby career but after five years with DW my stars seem to have moved over to WD. Whether you are looking for Oz or La-La Land; join me.

DIPLOMACY WORLD



DIX BROW

COVER: DIX BROW REVEALS ALL, OR  
NEARLY ALL...OF THE DECADE'S NO-NOS

World, National, and Hobby screw-ups that helped make this decade The Blunder Years are revealed in painstaking detail; while Eric Brosius ponders ten years he isn't old enough to remember. Ways to cope, & a fantasy land to escape to.

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IT'S A WHOLE NEW WORLD, AS DW IMPORTS  
EUROPE'S BEST

A 17 year old Wunderkid from Britain takes over as DW's new variants editor; news from Canada and France; and features on the British, French, and Austrian hobbies. WORLD DIPCON II prepares to facethe one question on everyone's mind, "Is 'awesome' better than 'perfect?'"



MATT MCVEIGH AT MIDCON



A few words  
from our  
original sponsor,  
Albert Einstein:

"I am willing to fight for peace. Nothing will end war unless the peoples themselves refuse to go to war."

"Consider yourselves only as members of a biological species which has had a remarkable history, and whose disappearance none of us can desire."

"What I seek to accomplish is simply to serve with my feeble capacity truth and justice at the risk of pleasing no one."

THE DEMO GAME'S PACE  
QUICKENS

As Austria's whipped-cream  
defense melts before a duo  
of Italian salamis and  
Turkish hash. Germans in  
the Channel & French in  
the Norwegian muck up the  
local waters.

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NEW BLOOD, NEW STATS, AND  
NEW CONS MAKES FOR A  
PROMISING 1990

Old sages: Mark Berch,  
Allan Calhamer, & John  
McCausland share their wisdom  
with the hobby's newest.

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# EDITORIALS

## THE CHANCING OF THE GUARD: NOBODY SAID IT WOULD BE EASY

Tom Nash, the new publisher-editor of THE ZINE REGISTER, has put out his first issue and immediately launched into an explanation for its tardiness, and a justification for its cost. So what? In this hobby tardiness is a virtue. Nobody but Mussolini, Boardman, and I have ever cared whether a zine got out on time. And if you think the \$1.50 price is too high, send me the reason(s) why, in less than 100 words, and I'll send you back your \$1.50, along with 100,000 well-chosen words of vintage PEERIBLEAH, explaining what I think of your reason(s), COD, of course.

David Hood, on the other hand, is sitting on the top shelf of the bookcase behind my desk, just waiting to get his hands on DW. That's good. I spent two years looking for somebody with that kind of enthusiasm, and his special talents, to take over DW. On the other hand, first things first. That "you all" stuff has got to go. Sandi's got to send me her imprimatur, and her recipe for southern fried chicken. Lowrey's got to learn how to spell his own name. And Morgan and Danny each owe me an article!

## WORLD DIPCON III: THE WORLD TURNED UPSIDE DOWN

There is little doubt in my mind that WORLD DIPCON II, to be held in ...what's it called...North Carolina, this summer, will be a success. But, having a hobby old fart's perspective, I'm already worried about WORLD DIPCON III, to be held somewhere in Asia in 1992. Australia seems to be the venue of choice, at the moment, but, if it's to be a real world-class event, it has got to attract hobbyists from beyond the Barbie and Barbarossa Valley. Regardless of where WORLD DIPCON III is held, the champion from WORLD DIPCON II, and the various national championships, should be there. Since Australian immigration requires each visitor to the country to produce, on demand, a ticket home, I think the appropriate prize for the WORLD DIPCON II, or any national event, winner would be a return trip ticket to WORLD DIPCON III.

## WORLD DIPLOMACY

And just when you thought you were going to be rid of me, I've decided to kick myself...upstairs. Per the enclosed announcement, this fall will see the first issue of a new magazine, WORLD DIPLOMACY. It's a simple idea, to create a DIPLOMACY WORLD-like magazine that focuses on the world-wide Diplomacy hobby. It's a simple idea, a magazine for Diplomats all over the world. It's not an American publication designed for a world-wide audience. Like I said, it's a simple idea. Care to join us?

\*\*\*\*\*

## LETTER TO THE EDITOR

Mark Berch always wants the last word and, in this case, I think he deserves it:

"In DW #55, you blasted PASSCHENDAELE and Francois Cuerrier for its "lies" and "drivel," saying that he was "in the mud," "harassing" you, etc. You did not present a single, specific fact to buttress your criticisms. In #56, you accuse him of "McCarthyism." Again, there are no specifics. Senator McCarthy's most egregious misconduct was to blast people without presenting any facts to buttress his criticisms. If anyone is guilty of McCarthyism here, it is plainly you."

/Publisher's Note: If anyone is interested, I am sure Francois would be willing and able to supply you with a copy of anything published in his magazine about DIPLOMACY WORLD or myself. In the meantime, based on the fact that I have received nothing further from him about DIPLOMACY WORLD or myself, I rest my case./

With Ronald Reagan at the helm of America's ship of state, the nation smiled its way through a decade of follies and foibles. Meanwhile, another Southern Californian, Larry Peery, salvaged the Diplomacy hobby's flagship, DIPLOMACY WORLD, and took it places no one in their right mind would want to go.

by Dix Brow & Larry Peery

The decade of the '80s started with a bang and ended with a whimper. The bang had a name: Mount St. Helens. So did the whimper: the Exxon Valdez oil spill. In the years between, world-shaking and hobby rattling events made us alternately worry, cry, rage and cheer.

While the 1980s brought major advancements in foreign relations and technology for both the country and the hobby, The Blunder Years also showcased our national and hobby's faux pas on all fronts --- from politics and religion to sports, television, and less serious matters, such as the fall from grace by an overexposed Miss America, and an underexposed Joyce Singer.

Ronald Reagan joked about the Russians over the nation's airwaves while the microphone was off, he thought. Dan Rather left the CBS network in the dark when a golf tournament usurped his place in world affairs. The Susan B. Anthony dollar came and went while the penny persevered. Robert Sacks took over the American hobby (again); while New York Diplomats fled in record numbers. Chris Carrier campaigned to have Sacramento, CA designated as the hobby's first toxic waste dump.

Pete Rose set the all-time hit record for Major League Baseball, but gambled his place in the Hall of Fame at the betting window. TV evangelists pulled the plug on their own pompous pedagogy, Fawn Hall shredded her way into the history books, and Donna Rice took the hot air out of Gary Hart's presidential campaign. Bruce McIntyre did more to promote safe sex (or no sex) in Australia than anybody except Liberace; while Steve Cooley proved that Real Diplomats DO drink milk. David Hood proved that there is a direct relationship between Diplomacy addiction and hair loss; something Mark Berch (and others) have known for years. Alan Stewart saved up all his frequent flyer coupons, and then blew them on a one way flight into the sunset. The list goes on --- a home version of The Blunder Years game will undoubtedly be on the market for Christmas.

To help us maintain our collective sanity, wacky happenings of absolute minimal importance made us smile. Give yourself 10 points each time you recall where you were when the major events listed before occurred. Bestow bonus points on yourself if you were even aware that the "laughers" happened at all. Editorial comments, irreverent at times, are between the parentheses. And start the new decade off right by keeping your own list, because if you don't like ours we'll probably ask you for yours in late 1999!

1980

On May 18, Mount St. Helens exploded with a blast estimated to be 500 times more powerful than the atomic bomb at Hiroshima. The volcano literally blew its top, and in a matter of seconds went from 9,760 feet tall to 8,300 feet. Ash and steam were thrown 60,000 feet skyward, 120 square miles were devastated, shock waves leveled 44,000 acres of fir trees, intense heat killed salmon and trout in the region's streams, and forest fires caught other wildlife. Melted snow caused flooding and mud slides that wiped out 10 bridges and countless homes. Ash, up to 7 inches deep, covered crops and roads in Washington and surrounding states. Comics of the time observed, "Mount St. Helens sure made an ash of itself, didn't it?" It sure did. Because of the explosion more than 70 people were killed, and property damage was estimated to be \$2.7 billion. But one good thing did come out of the disaster, a new Dip'zine called THE VOLCANO CITY NEWS.

On January 28, a heroic rescue took place. On that day, Canadian diplomats stationed in Iran smuggled six U.S. embassy employees out of that Mideast country at the height of the hostage crisis. Our nation was overjoyed to have friends help us. Here's a well-deserved salute to our neighbors in the North --- lest we forget. (But were they Diplomats or just diplomats?)

New decades always give rise to new pipe dreams, and 1980 was no exception. Mike Mills published the first edition of the 'ZINE REGISTER; which probably holds the record for having more publishers-editors and fewer issues than any other Diplomacy publication in history. The US Orphan Service was founded by John Daly and Dick Martin, although the two were not known to have had any children at the time. PASSCHENDAELE, a Canadian Dip 'zine published by Francois Guerrier, produced the first 100 page issue of any hobby 'zine; beginning the great "page wars" issues of the early 1980s which finally ended with issues that were well over 200 pages and so thick no stapler or envelope could cope with them. The International Diplomacy Association disbanded following several years of internal strife, only to be followed by the North American Diplomacy Federation; which didn't survive long enough to generate several years of strife. Brux Linsey published SUPERNOVA; which brainwashed, and consequently left mind-dead, a whole new generation of hobbyists; a disaster compounded by Mark Berch's LEXICON OF DIPLOMACY; which actually tried to explain the inexplicable meanings of a whole host of hobby terms.

1981

On March 30, President Reagan was shot in Washington, D.C., when he exited a local hotel after giving a speech. Pundits suggested that the would-be assassin would have performed a greater public service by striking before the presidential speech.

On July 29, HRH Prince of Wales married Lady Diana Spencer at St. Paul's Cathedral in London. Festivities the preceding day included a fireworks display in Hyde Park. "The ceremonies were assisted by the fortuitous circumstance of fine weather," according to British news reports.

Baseball's World Series pitted two of the nation's most popular teams against each other as hundreds of sportswriters described each ball and strike in superfluous detail. (In this same year, Boston's General Hospital reported that artificial skin had been successfully used to replace destroyed skin on burn victims. The press coverage of this medical equivalent of a home run was, ah, modest). Oh yes --- the Dodgers beat the Yankees four games to two.

After a year the hobby realized that there really was someone out there named Don Del Grande and he really was publishing something called LIFE OF MONTY. And we all thought it was an old Monty Python joke. Rod Walker, the guru of the Southern



California Diplomacy hobby, took over as DIPLOMACY WORLD's publisher and editor, with Larry Peery as his go-for, stamp-licker, and alternating ego. EUROPA EXPRESS was founded by Gary Coughlan of Memphis, TN, and promptly went to the top of the hobby's Runestone Poll for three years in a row. Gary, along with Woody Arnawoodian, went to Europe to visit hobby members there; thereby undoing all the good that Ike's 1944-1945 tour did. Avalon Hill introduced plastic pieces in the shape of stars and anchors into their three piece board DIPLOMACY set, and everyone in the hobby from termites, to woodchucks, to high-fiber diet affectionados complained --- to no avail. Only the beavers were happy, and they all moved to North Carolina.

1982

April. Argentina seized the British-occupied Falkland Islands as part of a long-simmering dispute over ownership of that land. A British task force retook the islands. The cruise ship Queen Elizabeth II (QE2) was removed from the tourist routes and used by hobby variant activists, led by Fred Davis, Jr., and Lee Kendter, Jr., to follow the action first-hand.

On May 13, an ad in the New York Times read, "Our horses leave a lot to be desired." The clever ad was for 250,000 cubic yards of "thoroughbred manure," and noted that "these horses are some of the best-fed animals in the world --- and you know what that means." (I don't even want to think about what that means.) On May 14, a follow up ad in the same newspaper read, "Our writers leave a lot to be desired." The clever ad was for 250,000 used Diplomacy 'zines and noted that "Diplomacy writers are full of far more ---- than any thoroughbred horse."

November. Tamper-proof packaging was approved by the government to prevent any recurrence of October's Tylenol tragedy. Seven people died after taking Tylenol that had been laced with cyanide.

The International Diplomacy Hall of Fame, a good idea that never found a proper home, was established; and promptly stashed in a draughty, old garage. The hobby's first directory appeared and contained the names of some 100+ hobby members in California. Within a few years the BLACK AND BLUE BOOK, as it was known, contained over 1,200 names of hobbyists in North America. Unfortunately the book's success was what killed it. No individual and no available computer could keep up with the expanding volume of information. DIPCON XV was held in Baltimore, MD, as part of ORIGINS '82, and resulted in one of the biggest Diplomacy tournaments ever held: 38 boards and 161 players in two rounds. Konrad Baumeister won the tournament, proving to be that rarity in the hobby: good tournament player, good postal player, and good publisher. PBEM Diplomacy was just getting off the ground as the year ended. And, alas, the hobby was well into The Feud, its second great fratricidal conflict. The first was fought, in theory, over a principle and participants could at least hide behind two banners, those of the TDA and the IDA. During The Feud causes gave way to personalities and name-calling became our second National Pastime, although Allan Calhmer's game of that name couldn't make it to first base.

1983

October 25. The United States invaded Grenada. Sales of atlases at major bookstores rose 150% as Americans rushed to find out where Grenada was.

Influential women of 1983 included social activist Gloria Steinem, editor of MS magazine; tennis great Chris Evert Lloyd, America's first female astronaut, Sally Ride, and Joyce Singer, first woman DIPCON champion (DIPCON XVI in Detroit, MI).

The Masters Golf Tournament was won by Severiano Ballesteros of Spain. Ten years earlier in 1973 Tommy Aaron won the classic. In 1963 it was the Golden Bear, Jack

Nicklaus, and in '53 Ben Hogan. (It seems like just yesterday.)

The city of Henderson, MN, made its citizens an offer they couldn't refuse. For \$10 the city would fill a pothole in your name and give you a certificate of appreciation. For \$20, they would include a color photo of the pothole. (Any autographs?)

Despite the continuing ill effects of The Feud good things did happen in the hobby during 1983. Pete Gaughan founded PERELANDRA, proving that both Ireland and USC were ready for the Diplomacy big time. The hobby established the Don Miller Memorial Award to recognize and institutionalize the hobby's official "do gooder." Randolph Smyth, Lee Kendter, Sr., Walt Buchanan, and Edi Birsan were the first four Diplomats to win postal games playing all seven of the Great Powers. Any others? Russell Sipe founded the first play by electronic mail Dippy 'zine, ARMCHAIR DIPLOMAT, kicking off the beginning of the hobby's computer love-hate affair. Dave McCrumb founded THE APPALACHIAN GENERAL, proving that southern gentility and Southern Comfort could coexist peacefully together, as Sharyn found new ways for the butler to do it! The hobby celebrated its 25th birthday and roundly booed a proposal for a hobby DIPTAX to provide financial support for hobby services.

#### 1984

July 29-August 12. The Games of the XXII Olympiad were held in Los Angeles, CA. Competing were 7,800 athletes from 140 nations, without the USSR and Eastern bloc countries who boycotted the games. Spectators numbered over 5.5 million, and 50,000 unpaid volunteers helped run events smoothly. Traffic jams and terrorist acts did not materialize, and the Olympic games showed a financial profit. Mary Lou Retton of the United States won four Gold Medals in gymnastics and emerged as a favorite across the nation. Her Olympic success led to a lucrative Wheaties contract.

During September, Pope John Paul II toured Canada coast to coast. Earlier in the year, after an assassination attempt, the Pope pardoned his would-be killer. This prompted TIME magazine to ask, "Does forgiveness have a place in an age of violence and revenge?" (Does it?)

The Peoples Diplomacy Organization Relief Auction; which would go on to become the hobby's leading fund-raiser under John Caruso; is established. Four years of battles with the IRS convinces them that it is not a Libyan terrorist front. Avalon Hill Game Company establishes the Rod Walker Award for literary excellence in the hobby to celebrate the game's 25th birthday.

#### 1985

September. More than 5,000 lives were lost during the Mexico City earthquake, which registered 7.8 on the Richter scale. About 300 major buildings were damaged beyond repair. The University of California started building a 400-inch telescope made from 36 hexagonal mirrors. Slated for installation on 13,600-foot Mauna Kea in Hawaii, celestial observation will begin in 1992. The Keck Foundation contributed \$70 million of the \$85 million projected cost.

The 882-foot ocean liner Titanic, which sank in 1912 with the loss of 1,500 lives, was located under 12,000 feet of water 500 miles south of Newfoundland.

This might also be called the "Year of the Fizzle." Halley's Comet, which lit up the night skies in 1910, made a much-anticipated appearance, but it fizzled out as far as the public was concerned. Only trained observers could spot the shy comet.

Coca-Cola announced it was bringing back the 99-year old original formula after

an expensive ad campaign trying to switch Coke drinkers to a new formula ran out of carbonation. The old formula was reinstated and renamed "Classic Coke," because it proved it had too much fizz to be summarily laid aside.

After months of uncertainty regarding its future, DIPLOMACY WORLD passes into the hands of Larry Peery, its new publisher and editor. His first issue arrives in hobby mailboxes at the same time as Brux Linsey's "fake" issue #40, causing confusion in some circles and merriment in others. The John Koning Memorial Award is established to honor the hobby's outstanding player. The Feud continues, but people seemed to be growing tired of it.

## 1986

April 28. The Chernobyl nuclear power plant accident in the USSR was reported to the world by Sweden. Radioactive levels rose in many countries. Thirty-odd people died as a direct result of the accident. Environmentalists project some 60,000 people will die during this decade as an indirect result of conventional power plant pollution causes.

May 2. Expo '86 opened in Vancouver, B.C., by Prince Charles and Princess Diana. More than 15 million visitors attended the fair to see displays from 54 nations and 40 major corporations.

May 25. Hands Across America, a linkage of people clasping hands, stretched across 4,140 miles through 16 states from New York to California. Participants of this festive demonstration were asked to contribute \$10 each to aid the hungry and homeless in the United States.

Ashrita Furman claimed the world's underwater pogo-stick jumping record. He jumped five hours and 38 minutes wearing a wetsuit in San Francisco Bay. (Once again, one of our cultural centers on the West Coast rises to the heights of glory.)

A federal judge ruled that the Library of Congress violated the First Amendment rights of the blind when the library stopped producing editions of Playboy magazines in Braille.

Perhaps not since the British burned the White House during the War of 1812 had there been such an uproar as when Brit Malc Smith captured the North American Diplomacy championship at DIPCON XIX in Fredericksburg, VA. Canadian hobbyists gleefully claimed they had thrown the championship to the Brit. His response, "Throw another Aussie on the Barbie!" Meanwhile, America hobbyists Gary Coughlan and Woody Arnawoodian got theirs at Waterloo, Belgium. Brux Linsey published his magnum opus ONCE UPON A DEADLINE, the first, middle, and last word about gamemastering and publishing in Diplomacy. The BLACK AND BLUE BOOK expanded to 1,200 or so names and some 1,500 listings of hobbyists in North America.

## 1987

October 19. The Bad News: The Dow Jones Industrial Average dropped 508 points for a 22.6 percent decline in stock values, a loss estimated at \$500 billion (to put this in perspective, it would be as if Paul McCartney went broke). The good news: The tremendous drop did not immediately precipitate a depression.

Michael Miliken, junk bond dealer and takeover king for Drexel Burnham Lambert Inc., made \$550 million, a record high for individual income. (That's absolutely amazing. But is he happy? I don't know, but as soon as I get a pay raise of only \$549,990,000, I'll report to you on how the rich and notorious really live.)

In an effort to keep up with the Murdochs and Bonds, DIPLOMACY WORLD establishes the DIPLOMACY WORLD NEWS SERVICE. Sacks' letters, Carrier's phone calls, and the Bad Boys Graffiti prove more popular. Steve Gould wins the first Australian Diplomacy Championship. Madison, WI, sets a world record for the consumption of beer during DIPCON XX.

#### 1988

In June, Congress passes the Medicare Catastrophic Coverage Act of 1988, which increases both the benefits and costs of health insurance for millions of Americans.

Summer forest fires charred 4 million acres throughout the West and Alaska. The government had adopted a policy of letting fires started by lightning burn themselves out, but that approach to ecological management backfired in 1988. About half of the 2.2 million acres of Yellowstone National Park were burned to some extent, and tourists fled the area. A snowfall on September 17 and 18 helped quell the fires. According to news reports, Old Faithful narrowly escaped being burned (How do you burn a geyser?)

October 3. The space shuttle Discovery successfully completed a four-day mission deploying a communications and tracking satellite. This was the first shuttle flight attempted since January 1986, when the Challenger exploded 73 seconds after lift-off, killing the seven astronauts aboard.

On October 13, the Archbishop of Turin announced that, according to radiocarbon dating tests, the Shroud of Turin was made during the 13th century, not at the time of Christ, as some had thought.

Robert Hanshaw was fined \$58 for driving his van in the carpool lane. In Santa Ana, CA, only vehicles with at least two people inside can use the carpool lane. Hanshaw, who transports cadavers for a mortuary delivery service, claimed the four frozen corpses in his van qualified as passengers. The judge ruled the passengers must be alive. (Be prepared. Traffic officers might start checking carpool passengers for their pulses. Oddly enough, the judge made no ruling about the drivers.)

May 12. The postal Diplomacy hobby's oldest publication, GRAUSTARK, celebrates its 25th birthday. DIPCON XXI is held in San Antonio, TX, and once again the Texans get slaughtered. July. Over 300 Diplomats, including representatives from the United States, Canada, Norway, Netherlands, Belgium, and Australia gather in Birmingham, England for the first WORLD DIPCON. An Oxford University chemistry Ph.D. candidate takes top honors, resulting in a purge of the Cambridge University Diplomacy Society's leadership. DIPLOMACY WORLD publishes its 50th issue, thereby proving it is possible to be both physically alive and brain dead at the same time. The Feud is declared officially over (again).

#### 1989

On March 24, the Exxon Valdez, a 987-foot supertanker, ran aground near Valdez, Alaska, and spilled 11 million gallons (240,000 barrels) of oil into Prince William Sound. The area's \$100 million seafood industry and the region's aquatic ecosystem for hundreds of coastal miles in all directions is severely damaged. Cleanup efforts were bungled, and waves of controversy about who was to blame swept corporations and government agencies into courts and hearing rooms.

(As 1989 draws to a close, this ecological tragedy is still being cussed and discussed by lawmakers who declare heatedly --- and oh so sincerely --- "This shall not happen again!" To this end, some congressional heavyweights favor legislation requiring double bottoms on tankers. Tune your TV to C-SPAN, broadcasting directly from the halls of

Congress, and see for yourself which lawmakers favor big bottoms, and are working the hardest to achieve them.)

Mikhail Gorbachev wins the Domino Championship of the Decade title as governments fall right and left, but mostly toward the left of center, in Poland, East Germany, Czechoslovakia, Hungary, Bulgaria, and --- finally --- Rumania. Pundits quipped, "As goes Albania, so goes China!" In an unrelated development the founder of Domino's Pizza announces he is selling the company and donating his gross proceeds to his church.

The 1989 Calhamer Point List Rating System lists Ron Kelly, Doug Beyerlein, Edi Birsan, Eric Verheiden, Kathy Byrne Caruso, Lee Kendter, Sr., and Randolph Smyth as the top seven postal Diplomacy players of all time. DIPCON XXII is held in San Diego, CA, and attracts all kinds of Diplomats from all over the United States, England, and Austria. Edi Birsan wins the over all title, but Hohn Cho wins the exclusive rights to import Korean compact Diplomacy sets into Albania. Steve Cooley and Cathy Ozog sign a contract with MCA to star in the motion picture, ZSA ZSA TAKES ON THE CHP IN BEVERLY HILLS (DUI Rated).

Late fall. The Exxon Valdez returns to San Diego, where she was built, to have her bottom fixed. Larry Peery, Chris Carrier, Terry Tallman and other hobby greats consider their options.

Have we missed any of your favorite events of the '80s? Of course we have. It was a busy decade.

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## MILESTONES

A number of hobby publications are celebrating publishing milestones this season. Congratulations are extended to:

BOAST #300: Herb Barents (17187 Wildmere, Detroit, MI 48221) has been putting out BOAST regularly since September 1971; which makes it the second oldest continuously published magazine in America. If you need a PBM Dip game, or are interested in games and the gaming hobby in general BOAST is for you.

LIFE OF MONTY/A SHARP MIND AND A STRAIGHT KNIFE #100: Don Del Grande (142 Eliseo Dr., Greenbrae, CA 94904-1339) founded LOM nearly ten years ago to keep Monthly Python's humor alive and well in America. Now he's gone and changed the name of the magazine, but that's about all that's changed. If you're a serious tournament player you should follow his IDTR project.

PERELANDRA #75: Pete Gaughan (3105 E. Park Row, #132, Arlington, TX 76010) has been dishing out a strange version of Irish stew since June, 1982. I know because I was present at the creation of PERELANDRA, but that's not a story for a family magazine like DW. It is possible, although difficult, to enjoy PERELANDRA without being Irish. It is not possible to enjoy, let alone understand it, without being literate. Pete and Cathy are coming home to California's Bay Area, just in time for The Next Big One.

REBEL #50: Melinda Holley (Box 2793, Huntington, WV 25727) has a goal in the hobby that few are aware of. She wants to be the 7-11 of Dipdom. Her goal is to have a REBEL player or subber within a block of every 7-11 store in the country. She's got more games running, and players, than the rest of the hobby alone. Her mail alone makes the Huntington, WV post office the 14th busiest in the United States.

NOT NEW YORK #50: Paul Gardner, 20 Spruce St., Brattleboro, VT 05301 just celebrated its 5th anniversary by adding a letter column to the magazine. Since Paul just got married, I guess he needed someplace to get a word in edgewise, ergo the letter column.

## FOLDS

Greg Ellis has put FEULLIONIST'S FORUM to rest. Mark Lilleleht's THE SCRIBBLERIST has succumbed to cardiac arrest. And Linda Courtemanche has called it quits for her popular sub-zine HIGH INERTIA. We'll miss it.

## What Ten Years have Wrought

by Eric Brosius

As we near the end of the decade, it's appropriate to look back at where we've been. What has changed in the postal hobby in the past ten years? What has stayed the same? I've read a lot of old zines lately, and I'll try to answer these questions.

To be honest, when I was asked to write an article for *Diplomacy World* describing the "ten big events in the hobby in the 1980s", I scratched my head in amazement. Doesn't Larry know I only joined the hobby in 1987? Maybe he solicited articles from a number of sources, and wanted an uninformed commentator so he could cover all the angles!

A historian's most difficult job may be to decide how important the various events of an era were. When you're working from documentary evidence, as I am, it's hard to know just how things felt to the average person. I found it easier to focus on conditions in the hobby at the beginning and end of the decade, and I made two lists: things that have changed and things that have stayed the same. Let's start with things that have stayed the same.

### Four hobby facts that have not changed during the past ten years

1. *Drop outs.* Ten years ago the hobby was plagued by players who signed up for games and disappeared without a trace. Publishers started zines and folded after a few issues, leaving games and players hanging. This is a problem today; it will be with us forever. Some people jump in head first without checking to see whether there's water in the pool!
2. *Feuding.* You may think feuding was invented in 1984, but it's just not so! Ten years ago the hobby was racked by bitter feuding, not only between individuals, but between rival organizations. In fact, the last few years have been the most peaceful of the decade; we still have disagreements, but at least we're keeping them in perspective.
3. *You won't get rich.* If you joined this hobby to make money, you're in for a big surprise. Anyone who tried to make money in *Diplomacy* during the eighties came out wiser but poorer. Players periodically complain that publishers' fees are too high, but it's a rare publisher who so much as breaks even. Look at it this way: it's cheaper than golf!

4. *Differing goals.* People have never agreed about the goals of the game. Of course it's best to win, but what if you can't? Should you try to draw, come in second, or just have a good time? Differences of opinion can be a blessing; it would be harder to satisfy everyone if they all wanted the same thing. The Indians traded Manhattan for twenty-four dollars worth of beads; the Dutch thought it was a steal (but what if the twenty-four dollars had been put into a bank for three hundred years to collect interest?)

In 1980 people worried about "ratings players", who wanted to climb to the top of the ratings lists then popular. Ratings players, like hypocrites, are often complained about, but no one admits to being one! Ratings lists have fallen out of fashion (I've seen none since the Calhaver Point Count list in *Diplomacy World* two years ago), but the problem remains: it can be infuriating when other players in your game have goals which are incomprehensible to you. Just view it as a challenge: identify these people and give them what they want (while you go after what's *really* important.)

Speaking of ratings, e-mail/postal crossover hobbyists have been debating them furiously recently. Instead of complaining about a nonexistent problem, why don't you folks get together and produce a list? If no one takes it too seriously, it might be fun!

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We've seen some things which did not change during the past decade. What things *have* changed during that time? Would a time-traveller from the hobby of 1980 notice any differences? Perhaps a few—here are some things which are definitely different, whether for better or worse.

### Six hobby facts that *have* changed during the past ten years

1. *Slower mail.* Many of us still remember the sixties—bygone days in which most letters arrived within two days, even if they were going from coast to coast! Games with one-week deadlines were possible, and two-week games were common.  
This was no longer true in 1980—publishers complained that some letters took up to *four*

days to arrive! Still, ten years ago a game with four-week deadlines was considered slow. Today it's as fast as you can go. Mail service continues to worsen; my copy of *Rebel* rarely arrives within four days of the date of the postmark—and it's only going from West Virginia to Massachusetts. Oddly enough they raise the price for this "service" every year or two!

2. *The graying of the hobby.* In 1980 most hobby members were in their teens or early twenties—many were still in school. When John Leeder tried to run an old-timers game in *Runestone*, he had a terrible time filling it—to be an "old-timer" you had to be at least twenty-five years old, and such graybeards were hard to find! Today many hobbyists are in their thirties, and since there are fewer teenagers alive today than ten years ago, the trend will only continue. Diplomacy isn't just a young person's game—anyone can play, regardless of age, sex, or physical ability. We must expand our horizons!

3. *Computers and photocopying.* Ten years ago publishers used ditto or, if they were well off, mimeograph. The few who used offset or photocopy were viewed with suspicion, like Rolls Royce drivers! Their folds, predicted in hushed tones, were considered inevitable. During the eighties the real price of photocopies plunged—I get my zine *ark* copied for three cents a page (in 1989 dollars!) No one starts ditto or mimeo zines today; those still around began that way years ago and have never switched.

Not only are most new zines photocopied, more and more are produced by computer. A computer won't necessarily make your zine look better, but it sure makes it easier to produce, especially when a last minute order change comes in. They say the home computer hasn't caught on with the average American family yet, but publishers seem to be the type of people who buy them. If computers keep a few more zines alive by reducing the work of publishing, they'll have done the hobby a service.

4. *Other games.* Variants have been around since the start of the hobby, but ten years ago most games played were regular Diplomacy games. Some zines ran hex games, but usually as a side-light. This has all changed; now regular games form less than half of the total.

Sports and railroad games are increasing in popularity, but the biggest change is the explosion in Gunboat gamestarts. The most popular way to start a new zine today is to open a Gunboat game. A Gunboat game requires far less commitment than a regular game (you don't have to write all those bothersome letters!) and

people are more willing to take a chance on a new zine by signing up for one. This development is not all for the bad; people have been playing Gunboat for decades in regular Diplomacy games! Better you should join a Gunboat game if you have no time to write.

5. *Electronic mail.* Though you may not realize it, "e-mail" is being used more and more—and not just in the hobby. I've heard that the Postal Service wants to slow down first-class mail service; it's [choke] too fast! By the year 2000 there will be one mail delivery a year, for Christmas cards. Everything else will arrive by e-mail.

More seriously, one third of the gamestarts in *Everything*... 81 were e-mail games, and there's no reason to think this will stop. Ironically, e-mail games run on one or two-week deadlines, just like the postal games of twenty years ago.

E-mail has disadvantages as well as advantages. Wouldn't it be great if your mail were delivered within hours—even in the middle of the night? On the other hand, what if a letter needed not only an address, but also a list of all the post offices it was to pass through on the way? What if your mail delivery stopped whenever your letter carrier went on vacation? What if... well, you get the idea! E-mail Diplomacy has challenges all its own, but we'll see more of it as time goes on.

6. *The decline of organizations.* Ten years ago people thought the solution to the hobby's problems was a better organization. The TDA had been displaced by the IDA, which itself was starting to fall apart. Everyone had an opinion; letter columns swelled. There's nothing like an organization for creating controversy.

Today there's nothing remotely resembling a hobby-wide organization, at least not in the United States. Most services are now provided by individual custodians under what Paul Milewski has described as the "Old Testament prophet" system—people "hear the call", take on jobs, and appoint successors when it's time to step down. Their sole authority comes from the confidence other hobbyists place in them. Amazingly enough, this system works quite well—even in an organization it's usually a few individuals who do most of the work!

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What will the next ten years bring? How should I know? Just make sure you add to the enjoyment of others. If you publish, publish something people will enjoy reading. If you play, do it in such a way that your GM and fellow players are glad to have you. After all, it's a *game*. Go out and enjoy yourself!

## TAKE FIVE POSITIVE STEPS INTO THE '90S

by Beth O'Connor  
of The Summit Organization, Inc.  
Redwood City, CA

You've made your New Year's resolutions, but what are the chances you'll keep them?

Not very good, according to Beth O'Connor of The Summit Organization, Inc., a Redwood City, California, company that teaches people how to set and achieve goals.

"Most people's goals," said O'Connor, "are like wishes: something they want, but don't believe they can have. They don't know how to make goals in a way they can be achieved."

A key to success is being able to design goals, but you must believe they are possible, said O'Connor. In its courses, Summit suggests steps to follow to create an achievable goal. Five of the steps are:

### 1. WRITE IT DOWN

A survey tracking Harvard graduates 10 years after graduation revealed that those who had written down their goals earned substantially more than those who had not, but both groups with goals earned more than those with no goals.

### 2. MAKE IT POSITIVE

Our minds respond to positives more easily, so state what you want, instead of what you don't want. Also, concentrate on the end result you want, not on how you will get it.

### 3. SET A TIMETABLE

When you set a goal like "I'm going to lose 20 pounds," there is an implied time frame even if you don't recognize it. Set a realistic timetable and imagine how you will feel when you achieve your goal.

### 4. REFINE IT UNTIL YOU BELIEVE IT IS POSSIBLE

Many people, when asked if they think their goal is possible, say yes but secretly think no. They look at both the goal and timetable and their unstated afterthought is: "I'll never be able to do that." So they don't even get started.

Refine your goal until you feel it is completely achievable. If you don't believe your goal is possible, you won't spend the time and energy necessary to achieve it.

### 5. HAVE SEVERAL STRATEGIES

People generally think of only one way to achieve a goal and think that is the only way. They often confuse the strategy with the goal. If their one strategy doesn't work, rather than giving up the strategy, they give up the goal. Always have several ways you can achieve your goal.

Choosing goals that have meaning to you is also crucial to the process. Many goals come from a menu of things you were supposed to want out of life, said O'Connor.

People can be assisted to rediscover what is important to them and see ways to make it happen, O'Connor added. "We tell students in our courses like Creative Problem Solving and The Power of Purpose that having clearly defined goals and purpose brings meaning, passion and motivation to their lives."

For more information: The Summit Organization, 220 Twin Dolphin Dr., Suite B, Redwood City, CA 94065 (415-637-9900).



OUR PRESENT TO YOU --- A GUIDE TO A HAPPY DIP LIFE

by Larry Peery, with thanx to Lloyd Shearer

Lets face it, in a given year not too many of us will win a FTF, PBM, or PBEM Diplomacy game; capture a convention or tournament championship; or come out on top of a hobby Poll. In fact, many of us never do. I know of at least one hobby member who has been around for over 20 years and has never won a Diplomacy game of any kind! And yet this same individual is one of the most satisfied members of our hobby. Why? Because he, or she, has a positive outlook about the hobby as a whole and his, or her, own role in it. Would that more of us shared that attitude.

Maintaining a positive outlook in a hobby as results oriented as this one is difficult, sometimes impossible. We have among us, after all, people walking around with big chips on their shoulders, just looking for someone to try and knock them off. And, of course, there are those who prefer to sit on the fences, taking pot shots at anyone who walks by. Still, there is a way, even if it isn't an easy one. These are Lloyd Shearer's ideas, although they are almost universal truths by now, and although he didn't specifically write them about the hobby, I think they apply.

No one will ever get out of this world alive. Resolve therefore to maintain a reasonable sense of values.

Take care of yourself. Good health is everyone's major source of wealth. Without it, happiness is almost impossible.

Resolve to be cheerful and helpful. People will repay you in kind.

Avoid angry, abrasive persons. They are generally vengeful.

Avoid zealots. They are generally humorless.

Resolve to listen more and to talk less. No one ever learns anything by talking.

Be chary of giving advice. Wise men don't need it and fools won't heed it.

Resolve to be tender with the young, compassionate with the aged, sympathetic with the striving and tolerant of the weak and wrong. Sometime in life you will have been all of these.

Do not equate money with success. There are many successful money-makers who are miserable failures as human beings. What counts most about success is how a person achieves it.

## VARIANTS IN DIPLOMACY WORLD

by James Nelson

*This is the first "issue" by the new DIPLOMACY WORLD Variants Editor, James Nelson, who lives at: 112 Huntley Avenue, Spondon, Derby, DE2 7DU, ENGLAND. James Nelson is also the United Kingdom Variant Bank Archivist, and publishes a "variants fanzine" called VARIANTS & UNCLES which is available for the equivalent sum of £0.80 (but please send it through an I.S.E. if possible) I will be happy to receive contributions and also copies of variant zines so that I can review them in DIPLOMACY WORLD.*

Welcome all to the first "issue" of "VARIANTS IN DIPLOMACY WORLD", which I will be doing every issue, touch wood, of DIPLOMACY WORLD. As to many of you I will be a complete stranger, and a foreign one to boot, this issue will mainly consist of an introduction of myself, and how I shall develop the position which I have been appointed to by Larry.

Firstly, who am I, and why am I doing this? Firstly, the easy question. As you've probably guessed by now I am James Nelson, and I live in Derby, ENGLAND (or the United Kingdom if your being pedantic). I am seventeen years old (!) and have been active in the British Diplomacy hobby for about four years now. I have also been getting a fair number of American zines for three of those four years, so I am no stranger to the American hobby and the personalities within. I am still a student, and studying prior to going to University.

I know what the first reaction to that little piece will be. It will be either gasps of amazement at my age (in astonishment or in making someone feel old in comparison), or a worrying doubt that I'm "too young" to be in the hobby. In response to the second I will just say that people dropout out of the hobby generally because of "real-life pressures." Just because I'm 17 doesn't mean I'm any less prone to them. I'm as prone of them as the next guy (or girl- we do not discriminate in DIPLOMACY WORLD!). I've had to put up with one or two people in the U.K. hobby with the view that my age is somehow important so I hope no-one shares their views!

So, next the more difficult question. Why am I doing this? Well, I am infatuated with variants. Ever since I joined the Diplomacy hobby I've enjoyed playing regular Dip. I still do. But always, in the back of my mind, there's been someone saying, "Well what if", or "the map needs changing", or "what if we had this rule in", or, well, whatever. That is the beauty of variants - you can have what you want in the game, for as many people as you want, with the complexity you desire. There are many bad variants, but sure as there are birds in the sky there are numerous excellent variants.

I still have not really explained why I'm doing this. Well, I've explained why I think variants are so great. I asked Larry if he would appoint me to this position because I saw it was vacant, realised that readers would be interested in seeing variant coverage, and thought that I was eminently suited to the job.

Eminently suited to job, heh? What do I do then? Well, as I've said already I am the Archivist for the U.K.V.B., but what does this entail? Well, I'm a kind of researcher. I have to keep a reserve bank both up to date, and also delve into the past to try and 'recover' lost designs. I also have to keep a collection of variant articles, with range currently from the games themselves to discussions on copyright of variants to material from the States on the long running Miller Number feud. Doing all of this, obviously, rubs off on your shoulders: you pick up knowledge of variants and the history behind events or even the history behind specific variants. Coupled with being the U.K.V.B. Archivist I also run a "variants-only" zine called VARIANTS & UNCLES. This is a zine specifically about variants. Each issue I will print some rules of either long-forgotten variants, new designs, or the current trend in variant. I will also accompany them with relevant articles, or cover unrelated issues.

Some times I will print material from the past to show the history of a certain event, I also run a few games (variants of course!), to quick three-week deadlines. Also, apart from the editorial, the only thing not related to variants which gets printed is hobby news, both national and international!

I've finished with the blowing of my trumpet now! Now, how do I see this "department" of DIPLOMACY WORLD progressing? Well each issue I will print a variant for sure. Note that I did not say specifically a 'new' variant. I will certainly print old variants, and I feel that it would be silly not to do so. Over the passage of time many old good variants get forgotten. Maybe they are designed and then not played postally, and just gather dust in an Archivist's files, or maybe it was someone's "little baby" or "pet project" and when the designer burnt out the variant was forgotten.

There will be new designs and previously unpublished designs as well, I'm going to try and get an equal balance. Something which I don't think is done enough is good research when people are designing variants. I don't just mean researching into what the topic of the variant is, but also into old designs. Say you are going to design a variant on the Dark Ages of Europe. Initially why design a variant when there might be one designed which will fit your tastes? Even if there are not any, maybe, they'll be one you quite like and so can tamper and alter it to suit your demands. When I think of a topic which I'd like to design a variant around I always look at what people have done before myself. You can pick up little ideas and tips by doing this: I can't stress how much value I see in research. When you've picked the brains of others, then decide whether you still need to design a new variant. With over 800 variants in the N.A.V.B. there should be at least one variant similar to the one you are thinking of designing!

Also this "department" will feature little bits and pieces. The odd article, variant statistical work, variant 'reviews', news and views, etc. If you want to submit any material then please feel free to do so, and don't let the Atlantic stop you - AirMail letters are both comparatively cheaper, and more efficient, then ever before. If there is something you would like to see, an article you would like me to write, or anything else, then put those ideas in writing!

## VARIANT ZINE REVIEWS

One of the things I also want to do is to review zines which I feel are "variant zines" - by this I mean not only zines which print articles on variants (far and few behind, sigh) but also those which have waiting lists predominantly of variants. Here are a few offerings close to my home.....

**MOONLIGHTING:** Rich Egan, 23 Cleeve Rd, Knowle, BRISTOL, BS4 2JR, Price 80p(ish), six-weekly:

This in many ways is the counterpart to VARIANTS & UNCLES - whilst in V+U I concentrate on articles MOONLIGHTING consists mainly of the statistical element of variants, which is not surprising when the other two editors are the U.K.V.B. Custodian (Richard Jackson) and the U.K. M.N.C. (Andy Bate). However there are articles, and there are variants printed. Throw them in a pot, mix them all together, and most of the time the recipe is good. It runs no games though seeing itself as (an interesting) a statszine.

**THE YORKSHIRE GALLANT:** Mark Nelson, c/o James Nelson, Price 1\$ US/Can, bi-monthly:

Mark is my brother, and probably more well known in the States than I am as he vigourlessly active in the U.S. hobby considering he is English. TYG is a zine which prints articles on the strategy and tactics of the great game - Diplomacy. Hey, I thought this was supposed to be a variants zine? Well, despite running articles on Diplomacy, it is. It runs mainly variants, and has the odd article on them. It is teamed to Cal White's NORTHERN FLAME (it features a subzine by Cal in it). It has waiting lists for two Hardbop Downfall International games. It is very international, and the lettercolumn consists of people like Cal White, Doug Acheson, Fred Davis, Robert Sacks and Michael Hopecraft airing their views.

**DIPSOMANIA:** Jef Bryant, 121, Rue Jean Pauly, B-4300, ANS, BELGIUM. Price \$1 US/Can, quaterly.

Jef has his hands in all kinds of pots which explains why his zine is somewhat irregular. However it is quite a pleasant little zine and available in French and English - infact it is the only bi-lingual zine ever (one of the reasons why it takes a long time to produce?). Although there are other things than variants in it Jef does try to include a variant in each issue, and sometimes even an article or two (the more the merrier!).

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VARIANT.....

INDIA 1501

((ei01/05))

by *Steve Agar*

1. All the 1971 rules of Diplomacy apply.
2. This is a straightforward Diplomacy variant that is designed for a quick

game with five players. The game recreates the situation in India circa 1500.

3. The five players are: Sultanate of Delhi, Rajput Confederacy, Ahmadnagar, Vijayanagar and Gondwana. All powers start the game with two armies, one on each home supply centre. There are no fleets in this variant.
4. There are 19 centres on the board, 19 centres are required for victory.

5. Abbreviations:

SULTANATE of DELHI: (Lah) Lahore; (Ahi) Ahicchatra; (Awa) Awadh;  
(Del) Delhi; (Ben) Benares;  
RAJPUT CONFEDERACY: (Nag) Nagaur; (Man) Mandor; (Chi) Chitor; (Law)  
Lawah;  
AHMADNAGAR : (Dam) Daman; (Dau) Daulatabad; (Kha) Khandesh;  
(Ahm) Ahmadnagar; (Pat) Pathri;  
VIJAYANAGAR : (Mad) Madura; (Hon) Honavar; (Ban) Bangalore ;  
(Uda) Udayagiri;  
GONDWANA : (Wal) Walragarh; (Gon) Gondwana; (Sir) Sirpur,  
(War) Warangal;  
NEUTRALS : (Mul) Multan; (Sin) Sind; (Ind) Indus, (Sid)  
Siddhapur; (Cam) Cambay; (Diu) Diu; (Sur) Surat;  
(Bhi) Bhilsa; (Asi) Asirgarh; (Ber) Berar; (Bid) Bidar; (Ell) Ellore; (Gol)  
Golconda; (Gul) Gulbarga; (Bij) Bijapur; (Goa) Goa; (Ori) Orissa; (Sat)  
Satgaon; (Dev) Devkot; (Lak) Lakhanor; (Bod) Bodhgaya; (Cey) Ceylon (which  
can never be occupied!);

6. The first game year is 1501.

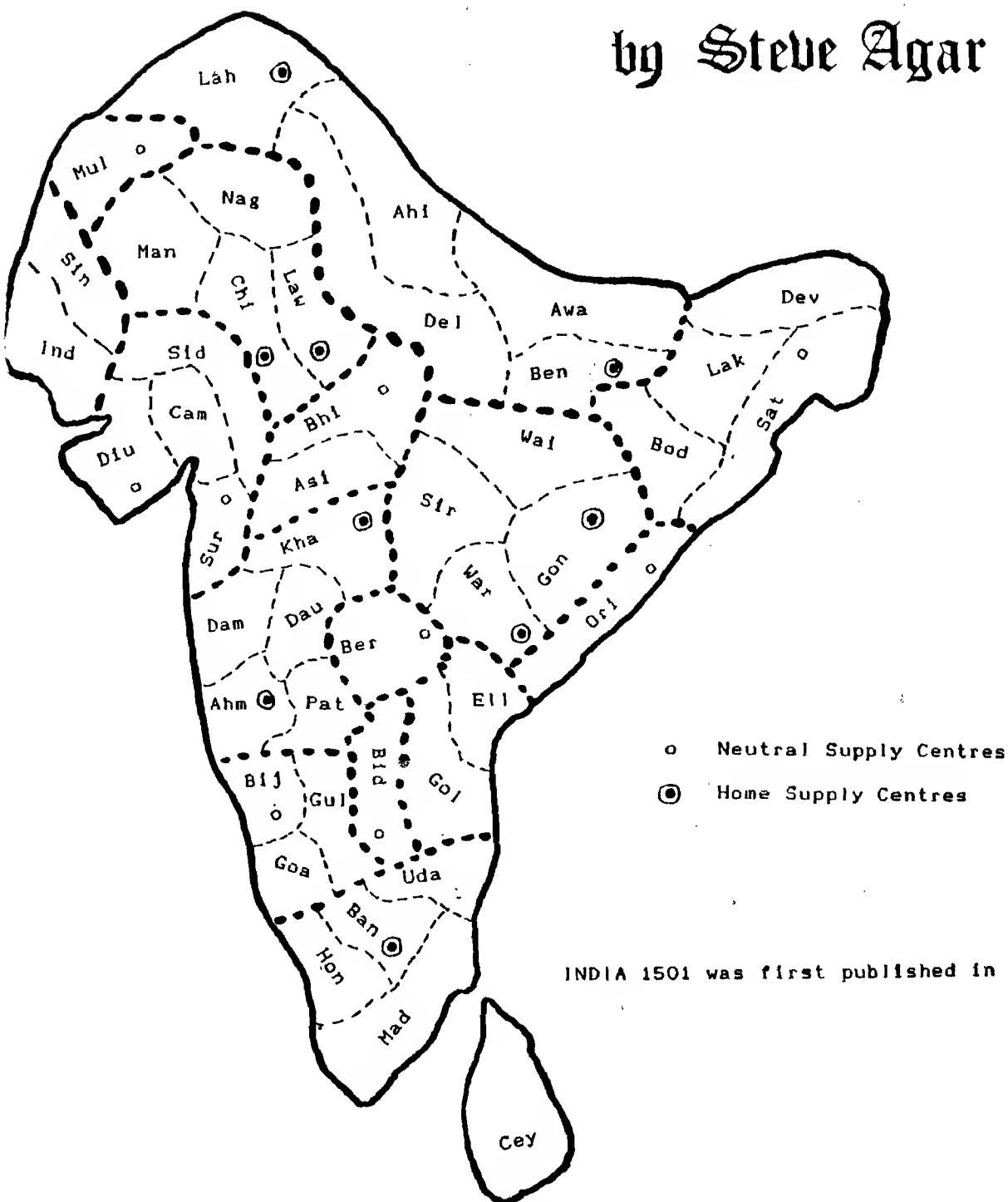
Designers Notes: It is very easy to dismiss variants which only cater for five or six players as being totally inferior, due to the lack of scope when you are only negotiating with four other players. This terror for variants with fewer players than the regular game has a basis in fact, but if the game is carefully balanced there is no reason why a five player variant shouldn't be just as exciting as a thirteen player game. I believe that this variant, despite having only five players and no fleets, is balanced fairly well - although the game may be a little fast for postal play.

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Quite a nice little variant there. It has been played postally once in a fairly obscure British zine WHO CARES? and has been quite a good success it appears. It was quite a quick game, but not too quick, and the players all seemed to enjoy playing in it, which is of course a good sign. The powers are fairly quite well spread out with no-one power having too much of an edge on the others. Having no fleets makes it 'different', and quite interesting (the reverse of what Lee A. Kendler Jr. has done in his variant "Land Bridge Diplomacy." In Lee's game there are no fleets - armies move across water by a number of direct passage spots). However the disadvantage of having no fleets is that it restricts the directions in which some of the powers may expand. That is the only fault I can see having looked at the variant.

# INDIA 1501

by Steve Agar



INDIA 1501 was first published in 1980

THE  
WORLDWIDE  
DIPLOMACY  
COMMAND,  
CONTROL,  
COMMUNICATION, &  
INTELLIGENCE  
NETWORK

Larry Peery  
DIPLOMACY WORLD  
Box 620399  
San Diego, CA 92162, USA

or  
DC<sup>3</sup>, for short.

WINTER 1990 UPDATE

The initial response to my proposal for the establishment of a DC3 Network has been very favorable from both the postal and face-to-face international Diplomacy hobbies. Therefore I would like to go ahead with a full-scale test of the project for the next year. During the coming year I hope to see us develop some standardized operating procedures, determine what kind of content will be most useful kind of content for the Network, and fill out the remaining gaps in the system.

Those of you who are already members of the Network will find included in this mailing a summary of our SOP (for the moment), a list of the Network's current members, a copy of the latest Canadian Diplomacy News, a copy of the first issue of the French Diplomacy News, & the latest USA Diplomacy News. I hope you will distribute this material among your own national hobby groups, since that is one of our main functions. If you are a potential member of the Network, you will also find included a copy of our background bulletin.

Remember, as a member of the Network you have two ways of distributing your information: (1) You can distribute it directly in your own national edition of your Diplomacy News, or (2) You can send it to me, and I will distribute it on an as needed, but at least quarterly, basis. MATERIALS FOR THE SPRING MAILING SHOULD ARRIVE HERE BY 1 MARCH, FOR SUMMER BY 1 JUNE, AND FOR FALL BY 1 SEPTEMBER. Remember to use standard-sized sheets of paper, black on white copy, and no reductions, and English is the preferred language.

Any information pertaining to the game of Diplomacy, or the hobby related to it, or nearly related games and simulations, and their hobbies, may be distributed via the Network. Please include the basic information (Who, What, When, Where, Why, and How), as well as information on costs and languages where appropriate. Information may pertain to the face-to-face, postal, play by electronic mail, computer, convention & tournament, variant, or any other aspect of the Diplomacy hobby. Local, regional, national, and international news is welcome. People working on hobby related projects are welcome to use the Network to seek international assistance in their efforts. If news is a bit sparse at the moment, you're welcome to include a bit of feature material. One, two, or four pages are the desired length and camera ready copy is much appreciated. Don't worry if your English isn't perfect. Neither is mine.

Although it's a bit early to go into the details, I should mention that there is a good possibility that I will begin publishing a new magazine, WORLD DIPLOMACY, next fall. It will be very similar to DIPLOMACY WORLD, but geared to the needs of the international hobby. If any of you would be interested in joining my staff, please let me know.

Finally, to those of you who helped make my recent visit to Europe so enjoyable, I send my thanx. I look forward to being able to return your hospitality when you visit San Diego.

DC<sup>3</sup> NETWORK MEMBERSHIP ROSTERCanada:

Bruce McIntyre, EXCELSIOR, 6636 Dow Ave., #203, Burnaby, BC, V5H 3C9, Canada.

United States:

Larry Peery, DIPLOMACY WORLD, Box 620399, San Diego, CA 92162, USA.

United Kingdom:

James Nelson, 112 Huntley Ave., Spondon, Derby, DE2 7DU, UK.

Jan Niechwiadowicz, ABODE OF THE ABNORMAL ABBOT, 35 Poplar Crescent, Bayston Hill, Shrewsbury, Shropshire, SY3 0QD, UK.

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Ferdinand de Cassan, WIN, Raasdorferstrasse 28-30, 2285, Leopoldsdorf, Austria.

Erik Adenstedt, Endresstrasse 107/6, 1238, Vienna, Austria.

Belgium:

Jef Bryant, DIPSOMANIA, 121, Rue Jean Pauly, 4300, Ans, Belgium.

Alain Henry, Ave. de Telemaque 54/1, Bruxelles, Belgium.

Netherlands:

Jaap Jacobs, OXYMORON, Kaiserstraat 10-B, 2311 GR, Leiden, Netherlands.

Sweden:

Per Westling, LEPANTO 4-EVER, Rydsv. 246 c:16, S-58251, Linköping, Sweden.

Australia:

Michael Gibson, AUSTRALIAN JOURNAL OF DIPLOMACY, Box 1053, Carlton, VIC, 3053

Australia.

New Zealand:

Brendan Whyte, DAMN THE CONSEQUENCES, 96 Waiatarua Rd., Remuera, Auckland 5, New Zealand.

I am still looking for a back-up representative for any country where only one name is listed above. In addition there are a number of countries that have Diplomacy hobbies, no matter how small, that are not represented. I'd like to get at least one contact for each of those. Per: I'll be sending copies of this mailing to the names you gave me in Denmark and Sweden. Perhaps you'd like to contact them yourself? Christophe: Have you had any luck with your French language contacts? I'm especially interested in establishing contact with the Spanish and Swiss hobbyists. I know there are Diplomats in several Asian countries, if we can just establish contact with them.

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## GAME OPENINGS

PROTOCOL and ELECTRONIC PROTOCOL: Eric Klien, 1 Sinai Circle, B10, Chelmsford MA 01824 (508-250-0820) uses a stable of guest gamemasters to keep his 21 electronic mail games running smoothly, and a strong MNR policy makes it happen. Overseas players are welcome and seem to work well within this system. Game openings are always available.

INTERNATIONAL DIPLOMACY TOURNAMENT: Michael Legg, 541 W. 15th Ave., #51, Escondido, CA 92025-5656, USA (619-489-1190) is putting together a round robin international Diplomacy tournament. One of the differences with this tournament is that there will be players from seven different countries involved. The gamefee is US\$15.00, plus 50¢ per flyer with the moves. The games will be published in Tim Moore's MOIRE magazine, and there's a US\$1.00 per issue charge for that if you want it. There are opportunities for multiple games being filled based on demand. Please indicate if you would like the tournament to be regular or gunboat Diplomacy. Gunboat deadlines would be in the 4-6 week range; while regular deadlines would be approximately every 8 weeks; and would be run by Michael separately. RSVP by 1 April.



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## CANADIAN DIPLOMACY NEWS

"Canadian Postal Diplomacy's answer to NHL boards advertisements"

Canadian Diplomacy News is affiliated with both the Canadian Diplomacy Organization, and The Worldwide Diplomacy Command, Control, Communication, and Intelligence Network, which thankfully goes under the shorter name of DC<sup>3</sup>. The purpose of the DC<sup>3</sup> is to collect news on the hobby from around the globe and make it available worldwide. The concept is that one or two sources in each national or regional sub-hobby exchange news and make the collected information available to those interested in goings-on elsewhere. CDN, and all international news sent my way, will be sent on a periodic basis to all those who request it. Neither CDN, nor the foreign correspondent news-sheets, is meant to be reprinted verbatim; we'd be happy enough if you did, but we realize that zine space for news items is limited, and publishers cannot print everything they receive. That's part of the reason behind DC<sup>3</sup>: mass-mailed announcements can now instead be handled through the "network". If you can mention that the DC<sup>3</sup> network is up and running when in fact it is) and the contacts, that would be just fine.

You will note the issue number. The initial members of the DC<sup>3</sup> network are still working out the details, involving deadlines and procedures and rates and whatnot: until this is settled, I'm going to treat CDN as a circular letter rather than a newszine proper. I'll have information on all this by next time with any luck at all.

The headquarters of the DC<sup>3</sup> is Larry Peery and Diplomacy World.

**CONTACTS:** The following people, for the reasons mentioned, have been selected to receive his letter:

DOUG ACHESON (95 Dundonald St., Barrie ON, Canada L4M 3T4) publishes Clandestine Activities, and received the Don Miller Award for hobby service in 1989 for making the CDD a viable hobby force, through his work as Co-Ordinator--especially his making of Can-Con into one of the hobby's rising annual tournaments.

ROBERT ACHESON (P.O. Box 4622, Station SE, Edmonton AB, Canada T6E 2A0) publishes The Canadian Diplomat, which probably runs more games than any other Canadian zine.

FRANCOIS CUERRIER (Apt. 305-2303 Eglinton Ave. E., Scarborough ON, Canada M1K 2N6) publishes Passchendaele, the zine that took the honours as highest-ranking Canadian zine in the 1989 Runestone Poll.

DAN GAVRILOVIC (59 Deerfield Rd., Scarborough ON, Canada M1J 4X2) publishes the latest newcomer to Canadian zine-dom, The Big Bop.

RAN-BEN ISRAEL and RANDY GRIGSBY (93 St. Vincent St., R.R. #3, Barrie ON, Canada L4M 4S5) are the same person! The first is the name used for Ran as publisher of Hagalil Hamaarvi, a zine featuring articles and debates on Judaic themes. The second is the name Ran uses for playing and GMing. It may in fact be the other way round; the best bet is to simply write Dear Ran, which covers both!

BILL LAFOSSE (65 Barbara St., Trenton ON, Canada K8V 1Z6) publishes Countermeasures, and as a third-place finisher at Can-Con last summer.

BRUCE MCINTYRE (Address below) publishes Excelsior and has just started publication of Canadian Diplomacy News for the DC<sup>3</sup> network. (That's this here folks.) A perennial substitute or departing or resigning CDD Executive Committee members, he has an 0-1 record in actual elections but has nevertheless held Executive Committee positions on and off for the last five years, whether the voting public likes it or not. Exults in putting himself down wherever possible, which explains the unusual negative nature of this short bio.

BRENT MCKEE (901 Ave., T North, Saskatoon SK, Canada) is rumoured to have the inside track on the new opening on the CDD Committee after being nominated by King Doug last month. He may someday start his own zine--and Saskatoon may someday get an NHL franchise. (Just kiddin' here, Brent: I personally hope for both!)

LARRY PEERY (Box 8399, San Diego CA, USA 92102) is the American representative in the DC<sup>3</sup> network, which is Larry's brainchild. He publishes the quarterly zine Diplomacy World. I will be sending Larry multiple copies of this release so that he can send copies to the other members

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of the DCN network. By next time I hope to have the set lineup for the international contacts; I know that there will be at least five and perhaps quite a few more.

RANDOLPH SMYTH (Apt #1023, 555 St. Mary Ave., Winnipeg MB, Canada R3C 3X4) is the CDO Ombudsman, for what it's worth (the CDO is not exactly notorious for feuds requiring one...), and recently folded Fol Si Fie, after two hundred issues, which will likely be a Canadian record for a long time.

PIERRE TOUCHETTE (1 rue Georges, Masson PQ, Canada J0X 2H0) publishes the French-language zine Quinipique and is quite active in the English zines as well. A very tough competitor, from what I've heard!

CAL WHITE (1 Turnberry Ave., Toronto ON, Canada M6N 1P6) is the bass player for the up-and-coming C&W group Heartland, and this would be of little consequence to us except for the fact that he also finds time to publish Northern Flame, and is a member of the Executive Committee of the CDO. Cal also runs newcomer's games in a zine called Tyromania.

## IN THE NEWS

### KING DOUG GETS 2ND TERM, RESIGNS POST!

White takes over, McBruce reappointed to fill in, McKee has inside track on other opening!

The end of 1989 was marked by temporary confusion in the ranks of the CDO, which needs a complete explanation. As is the constitutional procedure, elections were announced and a nominating period was declared for two expiring CDO positions, Doug Acheson's Co-Ordinator position, and Randy Grigsby's Committeeman position, held since Can-Can '89 by Bruce McIntyre after Randy had resigned the position. There was only one nomination, that of Doug Acheson for the Co-Ordinator position. Doug was acclaimed for a second term, and the nominating period for the other position was held over. Doug's first move of his second term as Co-Ordinator was to nominate Brent McKee for the other post.

His second move was made while nominations were still open for the other position. Doug regretfully announced his intention to resign from the CDO position, and indeed from most of the hobby. His reason for doing so was in order to save his marriage.

The first order of business was to consult the constitution and decide what was to be done. The other two members of the Executive Committee at the time were Cal White and Bruce McIntyre. Bruce's spot was scheduled to be filled by the winner of the impending election between Brent McKee and any other nominees. White and McBruce decided to put into effect the following reorganization:

--Cal White resigns his Committeeman post in order to replace Doug as Co-Ordinator for the balance of his term.

--Bruce McIntyre will fill out the remaining year of Cal's term as Committeeman.

--The election winner will have a full two year term, as usual.

CDO (meaning me, McBruce) has a few editorial opinions to express here:

--The normal two year term for Co-Ordinator should be reduced to one year, since Cal was not elected, but appointed. This might make a useful change to the Constitution: nominations and elections at the end of each calendar year for not only the positions whose terms have expired, but also all positions held by unelected appointees.

--The nominating procedure should be amended so that an Executive Committee Member completing a term who does not wish to step down is automatically nominated. This way, we would usually have at least one nominee for the post immediately, and the apathy which set in this year would not continue.

--The titles of CDO officers should be changed to make it easier for people unfamiliar with the Constitution to report on them. Co-Ordinator can be spelled any number of different ways, and "Executive Committee" is rather pompous sounding, it seems to me. "President" and "Senior" and "Junior VP" (the Junior VP would be the one just elected, and would move up to Senior VP when the other term went up for grabs), would be infinitely easier to grasp.

--We owe Doug Acheson a great deal of thanks, for all the work he has done; and understanding, for his current troubles. All of us go through slumps where we realize we simply have to cut

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down on hobby involvement. It's far more when you have taken on as much as Doug did, and have a family as well. We hope Doug will solve his problems, and keep in touch, and someday even be back with a vengeance!!

## REDISTRIBUTION OF CDO SERVICES

CDN to play a prime role in CDO publicity.

The second thing to decide, after the reorganization of the various CDO offices, was the redistribution of the multitude of services provided by Doug Acheson in his prolific and vigorous term as CDO Co-Ordinator. Chief among these is Can-Con. Cal White and Bruce McIntyre had hoped to be able to continue to make this early August tournament and get-together the highlight of the year in Canadian Diplomacy, with or without Doug's expertise and financial support. Happily, Doug has expressed an interest in continuing the tradition this year, and dates will be set soon. Most likely would be August 3rd-5th.

This still leaves quite a number of services. This newszine will be taking over the game openings listing and the Canadian zine listings. Details on that will be below. Cal White will be carrying on the tradition of Doug's From The Chair pronouncements in his CDO News section in Northern Flame. CDN will probably be carrying much of this news second-hand as well. Cal's Tyromania will serve as a logical focal point for novice enquiries and distribution of the CDO introductory package, which includes the novice package Supernova, the CDO Constitution, the latest issue of Tyromania, and samples from the Canadian Zine Bank. This admittedly is dividing up the duties between only myself and Cal. Any further offers of help from either the winner of the impending election or anyone in the CDO in general would be most appreciated. Nothing in the CDO Constitution says you have to hold office to be eligible for duties! (Nothing in the constitution says officers have to perform any specific duties either...)

## CENSUS COMPLETED, ISE IN NEED OF CUSTOMERS

258 CDO Members Include 119 Canadians, 100 Americans.

Randy Grigsby, former Executive Committee Member, has completed the collection and synthesis of all Canadian zine address lists and has tabled the CDO Census. It's available for a dollar from Randy, whose address is above. And while your sending him money for that, you might like to try the International Subscription Exchange on for size. This is a great service that threatens to bankrupt the big banks by keeping them from collecting vital service charges from Canadian subscribers to foreign zines. If you sub to a zine which is not produced in Canada, just send your Canadian money or cheque to Randy, and tell him where you want it to go. He will forward this info to the ISE rep in that country, and your money will then reach the publisher of that zine, without the pain and anxiety of relying on your Canadian money order to escape a teller having a bad day and in a mood to over-charge. The ISE is being underutilized from this end, so please consider it.

## CANADIAN DIPLOMACY RULES ARE DIFFERENT

But not so much that it really matters, although publishers should make their players aware.

Avalon Hill changed and added to a few of the Diplomacy Rules in 1983, for American sets only, and while there isn't much chance that the changes could have an effect, Canadian publishers should note the changes and decide whether or not they will use the old or new rules.

All of the changes pertain to Section XII, Convoys. Rules 4 and 5 within this section have been changed, and a new Rule 6 has been added. Rule 4 concerns ambiguous convoy routes; before, a convoy failed if any possible route was destroyed by the dislodgement of a fleet; now, a convoy succeeds unless all possible routes are destroyed. Rule 5 was the complicated rule which prohibited a convoyed army from cutting a support for a fleet attacking one of the convoying fleets. Now it appears that the landing army may not cut a support for any convoying fleet, whether or not that fleet is convoying the landing army in question. Rule 6 concerns

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what happens when an army has two ways to get to its destination, one via convoy and one via an overland route. The rule states that one route must be chosen over the other depending upon "the totality of the orders" of the player who controls the army.

There has been some recent discussion in Excelsior on the merits of and intentions behind these new rules, and Canadian GMs should recognize that despite the fact that the rule change will not affect many games at all, there are divided opinions on whether the new rules are indeed better.

### CALLING ALL REPORTERS

CDN wants your help! Let's make CDN as accurate as possible.

In each issue of CDN I intend to run game opening lists and zine listings and reviews. I cannot possibly do all this alone. Publishers: please send me your gamestart information, or alert me to it if I receive your zine. Anyone: please send along short-to-medium length review of your favorite zines, excluding your own. I'll use what I get, filling in where I can (somebody better remember to review my own zine). (No overtly negative or anonymous will be used, by the way.)

That's about all for CDN this time. A happy holiday season to you all!

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### GONE, BUT NOT FORGOTTEN

The Canadian hobby has lost two of its top publications, Randolph Smyth's FOL SI FIE and Alan Stewart's PRAXIS.

FOL SI FIE, in its prime contained some of the best writing on the game of Diplomacy ever to appear anywhere. Randolph's contributions to the body of Diplomacy's gaming literature equal anyone's. I hope someday he'll collect all his writings into one volume. It would be an invaluable asset to the novice player. Fortunately you can still read his work since he's the commentator for DW's Demo Game.

In addition to being one of the hobby's all time great writers Randolph is one of our top players and gamemasters. I hope he'll continue to be active as both.

And FOL SI FIE's 200 issues in 15 years is a record for the Canadian hobby, I believe.

Alan Stewart's PRAXIS came into the hobby just a couple of years ago but managed to go to the top of the 1988 Runestone Poll as the best North American zine. Unfortunately that old curse that strikes Runestone Poll winners also struck Stewart and he faded almost as quickly as he appeared. Still, he left us with a lot of good reading material and a lot to think about.

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### ZR #15 CONTINUED:

But don't take my word for it. Get a copy of ZR #15 (\$1.50 from Tom Nash, 5512 Pilgrim Rd., Baltimore, MD 21214, USA), read it carefully, and then select a half-dozen or so zines from it that you haven't read before, order them, and read them carefully. And then let me know if you agree with me or not. This ZR is a great treasure house, even if most of the treasures it holds are second-rate, but it will tell you more than you ever wanted to know about America's Diplomacy publications, and more. Now, can we discuss mud-wrestling---one of ancient Egypt's favorite sports by the way.

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Welcome to the N°1 issue of French Diplomacy News,  
 -the most irregular information bulletin about French Dip hobby,  
 distributed by DC3. For more info, contact: Christophe Barot,  
 50 bis rue de Crimée 75019 Paris France. ph: 1 42 01 37 42

For those of you who may not know, France has always been a most early heavily centralized state, from the Valois kings on.

This peculiar structure is reflected in our national hobby, for more than a third of all French PBM players are currently living in Paris, the two other thirds remaining being distributed very irregularly among provinces, more according random occasional relationships than following any logical pattern.

There are some concentrations of players around Brittany, Vendée, Limousin, North ((no, not Oliver)) very near of our dynamic Belgian hobby-fellows, Lyons, but our prolific organization has preached the holy Dippy gospel as far as Colombia ((Bogota French Embassy, where our local representative used to play local games at Medellin, but stopped when he realized that his honest fellow gamers played a cartel game)), Malawi, Ivory Coast, Reunion Island, St Pierre et Miquelon, and French Guiana ((Kuru space center)).

Both concentrated and heavily dispersed, but not very broad! Another interesting national feature is our total absence of taste for organization, discipline and such other constraints. While an innumerable lot of FTF games are played privately (since Diplomacy is now widely distributed by Parker Brothers here), few people have joined local clubs to play it with other partners than little sister or old pals, and most of these clubs lie in Paris itself, too. Even fewer people play it by mail. I could estimate our total number to a gross total around 200 - 250 zine readers (not all playing), optimistically.

These readers subscribe to 4 french zines (for the fifth, "Objectif", recently folded), not accounting Swiss and Belgian ones (mainly "Plié en deux" and "Mach die Spuhl") for there are in no way waterproof barriers between French-speaking zines and readers of different nationalities. "French hobby" should perhaps best be described as part of "French-Speaking Hobby" - especially as there are nearly as many Belgian players than French ones. A large minority subscribe to many of them.

#### ZINES:

**VORTIGERN:** It's the ALMA MATER of many a French Diplomat. Probably the second oldest zine in the World, perhaps even the oldest one ((How old is DW, Larry?)), It has been founded by Roland Prevot in the early seventies ((or was it late sixties?)), and began as a pirated roneotyped sheet at Roland's Military Duty, and provoked a strict inquiry of the French "Sécurité Militaire" ((What's that "letter to Russia, I'm going to betray France next week", what means this A BEL S A (ENG) PGA-PIC ?)) when a manipulation error induced an inquisitive sergeant to discover some weird coded hieroglyphs on the roneo machine.

"VORTI" is now up to his 135 issue, has never folded since its beginning, and is still going on! Roland is no longer here, but VORTI has obtained an associative status and is collegially managed by his successors.

The election of the management bureau is occasionally a great time of fun, and even of surprises, but mainly the opportunity to proceed to "East Block elections -old fashion", as there are roughly few more candidates than seats, and people predictably vote mainly for the people effectively doing the job, i.e the old bureau members issuing the zine. The managing staff is mainly Parisian ((how could you get the job done while living in 3 or 4 different towns)) but counts some Provincial representatives.

VORTI's an interesting feature is its absolute absence of censorship, which is nice for free expression, but has sometimes led to problems, while a few polemics (a French most appreciated and practised national sport) has raged in its columns.

Its content is now stabilized. The first issues (up to the eighties - issues of course) contained mainly games running (Diplomacy), Endgame comments, and some -hacked by double parenthesis (( for why d'you think there was no censorship))-letters to the editor. There was occasionally a few articles and variant presentation.

There is now more regularity in it, as much for issuing dates as for content: Each issue contains now at least a humoristical article, a move analysis, a variant presentation or analysis, some information about latest or next manifestations, the games, a few pictures (usually maps or caricatures), and more occasionally endgame comments, not to mention usual polemics and other features (cooking, a bit of literacy). It's worth noticing that games are played separately, and results included in zine afterwards. This more costful organization allows the games to proceed according to their own needs, whatever the issuing schedule of the zine, and is helpful for all sorts of NMR, replacements, or holidays problems.

Most games played in VORTI are Diplomacy ones, but a many lot of variants have been created and/or played there:

- translated ones: 1939 II, Struggle for Hegemony in Europe, from Lewis Pulsipher.

- created ones: Sismic Diplomacy (you change the map with earthquakes),

Saint Empire (a variant in German Empire with 6 players (Prussia, Bavaria, Austria, Saxony, Spain, and France) where you try to get elected), created 4 or 5 years before "The Wargamer" 's "HRE",

Far Wars (Tomorrow the World after a Nuke holocaust, great powers are Eurasia, Mexico/South USA, China, Sth America, Sth Africa, Black Africa, and...Australia, besides Fleets and Armies, you've got Airwings, Subs, chemical and Nuke missiles),

Diplo-Alcool (translate by Drinkplomacy: each time you take a center, you've to drink a glass of the national alcohol: Vodka for STP, gin for LON, schnaps for MUN, Cognac for PAR, and so on...just wait your agressor's offensive to peter out as he rolls under the table into a 16 centers deep coma),

WERRA (tiny European provinces and more than 30 players),

Diplomaxi (12 players with Brazil, Argentina, USA, China, Japan, and colonial struggles),

Empires et Progrés (another world variant where you can control neutral states...such as USA and Japan, and create your own scientific or technical projects, the creative Turk getting some paratroops in 1918, for example, France begins the century under a Bonaparte rule ((?)), well, why not?),

and Influence Mondiale, THE mammoth game, which is rather a complete integrated economic/diplomatic/ wargame than a variant, properly speaking. The first game was won by USA and Brazil. This rich game will be described fully in the next bulletin issue. Stellar Conquest, Civilization, and soon Kremlin games have also been or are due to be played there. As you can see, rather a prolific zine....

Last, colourful special issues appear regularly, featuring a special bicentennial, a special Russia, and so on...

"TRAHISON" (BETRAYAL in English) is the most recent and dynamic zine. Founded a few years ago by Xavier Blanchot, in weird circumstances ((the first and only case of censorship in Vorti: the refusal of Xavier's "Art"cover - an aggressive boot ready to crush a scared...ahem, "material", if you understand-))determined him to create one's own zine.

At first greatly reflecting the spirit and problems of parisian clubs (qualified as a most Parisian zine -not a compliment from province Diplomats), TRAHISON has now found a more complete balance and originality without losing his Editor's verve.

TRAHISON is more open to the FTF side of the Hobby, and its positions about tournament games (5 or 6 years games, accounting centers for rating) reflects this part of their readership. The part of province readers remains small but is in constant increase. This narrower base is compensated by a greater openness on what is happening in the French hobby (TRAHISON has links with a lot other zines and wargaming and role-playing people) and even abroad (Kuweit Hobby).

Its content is less serious than VORTI's, although the latest issues seem less weird than the first ones. Besides the news and diverse deliriums, you usually found diplomatic games analysis (more rarely but sometimes about Diplomacy itself), FTF/PBM or Gamemastering debates, reader's letters too, Sci-Fi reviews, Humoristic articles (the latest one was "The Trotskyte point of view in Diplomacy", representative of quite a large minority here), and the games.

There are less Dippy games than in Vorti, but its forte is Variant games: Ecodip (a pirated-from-the-Swiss-Francis-Budaï-weird-world-variant, with some economy, missiles ((that only Japan can buy and sell !!)) ), WEG's IMPERIUM ROMANUM by mail (or how to get crushed when you are Western Roman), soon EMPIRE IN ARMS adapted by mail, and also INFLUENCE MONDIALE, and two homemade variants: JP MOREAU's KINGS OF DOOM (China's Warring Kingdoms in a Diplomatic Military Economic highly realistic simulation) and JM ZANINETTI's DIADOCHS (Alexander the Great's successors vie for Hegemony from Macedonia to Persia and from Egypt to Crimea ...an interesting way of winning is to corrupt enemy armies at crucial times).

The Vortigern outzine games system is used, allowing a lot of chrome in results publication, and the sole reading of the Variants results makes in itself TRAHISON worth reading.

These two zines, with each around 100 readers, form the core of the French PBM Hobby. Torn by stupid polemics two years ago, they have now put their efforts in common to organize the Hobby: common conventions organization, 1989 French Speaking Diplomacy games Championship organization (joined by a few other zines: Plie en Deux, Mach die Spuhl, Triumvirat), Negotiation with Kenner Parker in order to replace the nowadays translation of the rules (Allowing to a dislodged Trieste Army to jump over Budapest to retreat in Romania) contained in the boxes by the correct one, translated by the Belgian Michel Liesnard and used by all PBM GM and players, Constitution of a French Diplomacy Federation (in process).

VOPALIEC and TRIUMVIRAT are the two remaining zines.

VOPALIEC is more of a "PBM service" than a zine, properly speaking. Articles and Reader's mail are scarce, Players do not seem as motivated for negotiating as in the other zines (high rate of departures, NMR, great number of non-negotiating gamers), a strong "zine culture, style, mood, sense of community" doesn't seem to exist among its readership. But it provides a precious and cheap service for any person willing to practice Dippy or Wargame PBM.

TRIUMVIRAT is a rather different stuff: founded by a Franco/Belgian quatuor (Feron, Chauvin, Banet, Clamot), it was take over by the Britton Dominique le Bris when the last of its Founding Fathers went retired.

TRIUMVIRAT has always had a strong personality, although it had been dramatically altered. Once an utmost serious zine, centered on wargame, sport, and Diplomacy PBM games, with many games presentations and "comptes-rendus", TRIUMVIRAT has now become a "Piece of Art".

Among interesting features are fascinating illustrations, literacy and Sci-Fi reviews, Literacy essays, wargames descriptions, and two irregular series: la "Carta del Cocoland", containing our "Colombian representative"'s travel memories, and a fictitious commented game under the title "How to win at Diplomacy" ((A forever question with a never-found answer!)), from the same author ((François Rivasseau)).

Games comprise Diplomacy, Islam (a middle-east variant), LUDE (l'Unité de l'Empire: The Empire's Unity, another warring kingdoms variant, very close from Kings of Doom in its principle, it seems to me), and a lot of Wargames and Sports games.

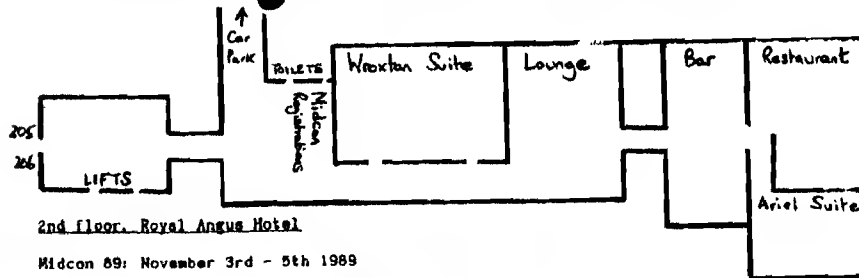
TRIUMVIRAT seems to suffer from its readership's heterogeneity and his Editor's lonesomeness: Wargamers and Sport gamers are not such a talkative breed as Diplomacy gamers usually are, and its readership heterogeneity doesn't promote internal participation (separate groups with interest limited to only one field of the zine). Whatever the fact, Triumvirat is one other zine worth your buck, at least if you understand French.

NEXT TIME: People, Events, and perhaps a few extracts and anecdotes and even a variant (Influence Mondiale, if the second version is ready, perhaps!)



# NATIONAL DIPLOMACY CHAMPIONSHIP /33/

## WDC-072



"Yea...,  
McVeigh told me it was only 240 steps to  
the Top of the Tower...  
Seems like a funny place to hold  
a National Diplomacy  
Championship..."

## WARWICK CASTLE



## MIDCON '89: THE BRITISH NATIONAL DIPLOMACY CHAMPIONSHIP

Larry Peery

My first Diplomacy event during my European visit last fall was the ninth annual MIDCON, the host for Britain's national individual Diplomacy championship. MIDCON is the senior, but smaller, of Britain's two main Diplomacy conventions, MIDCON and MANORCON. Although both are held in Birmingham, because it's easily accessible to most British hobbyists, and both attract the same hard-core group of Diplomats, the two are very different.

Each MANORCON, as I experienced it in 1988, is usually held in the spring. MANORCON is held on the campus of the local University, using school housing and commons facilities. MANORCON features a wide-range of gaming events of all kinds, but the Diplomacy highlight is the National Team Championship, a tournament that attracted 24 teams and filled 24 boards last year. Additionally, last year's individual Diplomacy tournament at MANORCON generated nearly 100 players and filled 12 boards. The total attendance for the event was over 330. This year's event was about the same, even without the added bonus of a WORLD DIPCON title for the champion.

MIDCON, as I experienced it in 1989, is held each fall. The first nine MIDCONS were all held at the same site, Birmingham's Royal Angus Hotel, a four star establishment in downtown Birmingham. MIDCON also features a wide-range of gaming activities of all kinds, and I swear I saw some of the same people playing the same games at MIDCON this year as I saw at MANORCON last year. The Diplomacy highlight is, of course, the British national individual Diplomacy championship title. This year's tournament was held in two rounds, each filling 7 or 8 boards. The total attendance for the Con was 163, of which about 60 were serious Diplomats.

Both MANORCON and MIDCON benefit greatly from the fact that each is run, year after year, by its own organizers, and both teams have their jobs down cold. Richard Walkerdine, Nick Kinzett and their crew do a fine job with MANORCON; and John Dodds, Paul Simpkins, Brian Williams, and Chris Tringham do equally well with MIDCON. There are differences between the two; which is why both are so popular. MANORCON is big. When I left it I had the impression that I had missed a lot of what went on and I knew I had not met everyone I wanted to. There just wasn't enough time to do or see it all. MIDCON is only half the size of MANORCON and attracts a somewhat more sedate crowd. When it was over I felt I had seen it all and met just about everyone. It's the same difference that you experience when you go to ORIGINS, or one of the other big gaming cons, and a PEERICON or DIXIECON. But over all, I would say that anyone attending either event would feel right at home. If you get the chance to attend either MANORCON or MIDCON do. Better yet, try to make it to both.

Matt and Karen McVeigh, my hosts in Birmingham, and I went over to the Hotel on Friday evening for a social mixer and walk about. I saw a lot of faces I recognized and could even put a few names with some of them. One fellow, remembering me from MANORCON the year before, asked me how I liked living in Britain. He seemed rather stunned when I told him I didn't live in England, I was just an international jet-setter Diplomacy freak. One of the MIDCON attractions is a Quiz, and if you thought the Quiz at DIPCON this year was hard, you should see theirs. The first round consists of 60 written questions, and each three member team wrestles with them. Since some of the questions seemed slanted toward an American's knowledge I thought we would do well. We didn't. The two best teams went at it in a face-to-face test of their trivia knowledge on Saturday night at midnight. That was funny, but the audience's input was hysterical. Who says the Brits don't have a sense of humor, especially when they've had a few beers.

Saturday was the first round of the Diplomacy tournament. It started at 0900 and went on until 1700, although most of the games were done before that. The procedures, rules, and scoring system were nothing that a good American player couldn't handle.

The real challenges were getting used to the strange mapboard and pieces colors used in the English edition of Diplomacy: England is pink, Germany is black, Russia is mauve, Turkey is yellow, Austria is brown, Italy is green, France is blue. Russia's territory on the board is bright purple and the neutral spaces are orange. The cartoons on the board, which is one piece, are quite cute; but the pieces are the same yucky plastic. One nice touch is that the boards donated for the event by the game manufacturer in England are embossed in gold, "NATIONAL DIPLOMACY CHAMPIONSHIPS 1989. Anyway, it's a bit much, especially at 0900 in the morning. Contrary to what you might have heard all Brits do not talk alike, and none of them sound like anything you've seen on Master-piece Theater. They've got as many different accents as we do, and it takes getting used to them; especially when three or four of them are talking at once. The trick is to get through the first couple of game years intact by keeping a very low profile. And when you're my size and the only American around that takes some doing.

The first round's country assignments were done randomly and 20 minute deadlines were used throughout the tournament to keep things moving in sync. I didn't know any of the players in my game either personally or by reputation, although some of them seemed to know each other. There was also a lot of cross gaming chat going on, and it was pretty obvious to me that most of these players were good. It became very clear very quickly that some of them were much better than just good. Over-all the caliber of play in my first game was at least as good as that of any first round American tournament games I've seen. It was going to be interesting I could tell.

I was lucky enough to get Turkey, which seemed strangely appropriate to me as an American. As is my custom, I decided on my over-all strategy and then set out with my diplomacy to make it happen. It's a strange method but it works, sometimes. I decided I was going after Russia right off the bat, so I tried to get England, Germany, and France to muck it up a bit in the west; leaving me to ally with Austria against Russia. At the same time, I tried to make sure that Italy would give Austria something to worry about. It worked. Don't ask me how, or why, but it did.

I won't bore you with all the details, but I managed to set up alliances with Austria and England that lasted until the end of the game. Austria and I kept nibbling away at Turkey, but he never gave up and proved to be a real tenacious defensive fighter. In fact, after three years with only two units on the board, he ended up the game with three. Italy was the first power eliminated. Germany followed him two years later. France hung on until the end, ending up with two units. I do have to admit that I got a bit greedy at the end, especially since I had one eye on how Matt was doing in his game, and I wasn't going to let him end up with more units than I. So, in one burst of territorial imperialism, I grabbed a couple of centers from my good ally, Austria. And bless his heart, he let me keep them. As we got down to the wire it was a race between England and myself to see who would emerge as the largest power on the board. The supply center chart tells it all.

Power/Player	01	02	03	04	05	06	07	08	09
A/Adam Harris	5	6	6	7	8	8	10	8	8
E/Craig Parr	5	4	4	5	5	7	9	10	11
F/Steve Kingsbury	5	5	7	6	6	6	3	3	2
G/Alan Kovacs	5	5	4	5	5	2	2	1	-
I/Gary Bryan	4	4	3	2	1	1	-	-	-
R/Eric Knibb	6	6	5	3	3	2	2	2	3
T/Larry Peery	4	4	5	6	6	8	8	10	10

I figured I'd done well, but so had other Turkeys. That was one big problem with the tournament, certain powers did very well and others didn't. It's not unique to MIDCON, however. I didn't expect to see too many Germanys, Italys, or Russias in the top board roster of the second round. In fact, there was only one Germany that survived in the first round. A lot of the experienced players had already figured out who would stand where in the listings after the first round. I was just happy to have survived in good shape.

It was now 1700, and I had already put in an eight hour day. Little did I realize that I still had another ten hours to go. The ten hours went quickly though as I got together with some of the British hobbyists for a discussion of WORLD DIPCON II and the DC3 Project, among other things. Sixteen of us went off to an Indian restaurant called Inman's for dinner and proceeded to put away enough food to feed the entire population of Bombay for at least a week. The food was quite good, but don't EVER even consider for a moment drinking a Bulgarian Chardonnay. The conversation was fascinating and ranged over politics (American, British, and international), social issues (Sex, Drugs, and Rock 'n Roll), and the world-wide Diplomacy hobby. I wish I'd had a tape recorder with me. Back at the Hotel I found myself in a Shogun game, of all things. I managed to get out of that, after taking the time to set up all my pieces. I noticed Nick Kinzett and Craig Parr were setting up an Acquire game and since that is one of my favorite games I jumped in. The game went on for four and one-half hours, going down to the last tile. The winner won by a margin of \$100! It was the best game of Acquire I've ever seen. By now the Quiz finals were going on and I'd pop in from time to time to check that out. Alas, so much of the humor was topical that it didn't mean much to me. I actually found a few people who wanted to learn how to play Pinochle at 0200 in the morning! The only problem is that most of us were so tired, or so drunk, we couldn't put together a Pinochle deck from two regular decks of cards, and I couldn't get the rules straight. And so, at 0300, home and to bed.

Hang-over and all, Matt and I were back for the second round of the Diplomacy tournament. For the second round the players were seeded, with the top players from the first round on the first table, etc. Supposedly no player would repeat his first round country assignment. And so, from the bottom up, the lists were read. I knew, if only because he told me so, that Matt was going to end up on the top board. What I didn't understand was why I wasn't getting a board assignment. On the other hand, since I was suffering from a horrible hang-over, jet lag, and Tab withdrawal symptoms, I could have cared less. One other person was, according to him, also suffering a bit. He over-slept, he claimed, which is why he didn't slow up in time to claim his rightful position on the top board as Germany. No, instead he showed up late and managed to get in a pick-up game with a bunch of bozo players. And he got Russia to boot. More on that later.

So the German player for the top board was a substitute, a fact that would cost me dearly later I was to discover since, lo and behold, I ended up on the top board playing, of all powers, England. To make matters worse Matt McVeigh was playing France. Peter Hawkins, one of Britain's top players, was Russia. I knew I was in deep shit! And the game hadn't even started.

What can I say? Most of the other players, all good, knew each other at least by reputation and some of them were good friends. There they were, six Brits. And there I was, one Yank, playing England. You didn't have to be Nancy Reagan's astrologer to know what was going to happen. Sure enough, Matt promised me Northern Ireland, Scotland, Wales, and the Channel Islands if I'd trust him; all the while organizing an attack on me in, no doubt, the name of the Queen. I kept telling him exactly what he was doing and he kept denying it. We started getting a little loud. If Matt can't charm you, he'll try to intimidate you and he can be, when he wants to be, very intimidating. I knew he could handle armor, a sword, and a long bow with an eighty pound pull. I kept wondering why I had left my nunchakus at home. Well, the first year went OK. I got Norway and a build and I figured that maybe, with a lot of luck, I could con somebody into double-crossing him instead of me. Make no mistake, this was classic, one on one, Rambo-style Diplomacy. My ass was on the line and that's a lot of territory to cover.

In most Diplomacy games 1901 is merely an overture to 1902. But in this game it was the winter 1901 adjustments that wrote my swan song. I built a fleet, not that it mattered. France had picked up two centers, and one of his builds was a fleet in Brest. Germany had also picked up two, and one of his builds was a fleet in Kiel. Russia had picked up two, and one of his builds was a fleet in St. Petersburg, north coast. Get the picture? There I was with three fleets and one army facing three attackers: France, Germany, and Russia; and Austria, Italy, or Turkey could help me.

Or maybe they just wouldn't help me. Eleven, six fleets and five armies, to four, three fleets and one army, odds, I thought. Well, it could be worse. So, I decided to do what I always do in such situations. First, I decided that the attack on me was Matt's doing. I was determined that he would gain nothing from it. Since Russia was the next biggest culprit I decided to make sure that as many of my supply centers as possible went to him, making him larger and forcing the other powers to turn on him in self-defense. Germany was a toad and I treated him accordingly. That was my master plan for revenge. Remember, I don't get mad, I get even. Second, I decided to do the one thing none of them would expect. I would attack. Some players think I fall over and play dead when I'm attacked. Fools. Besides, I knew I'd have to explain this fiasco to Steve Cooley when I got home, if I managed to get out of this mess alive. And I didn't want to have to look at his cheshire cat grin.

The result, since I couldn't break their alliance by diplomacy, was inevitable, but I made it difficult for them. By 1903 I was down to two units, but I took advantage of one of Matt's infrequent mistakes and grabbed a center (Portugal) off of him. By now I was holding out in some pretty strange places. I actually got a build (Liverpool) out of it and bounced back up to three units. But 1905 saw them closing in on me. The curtain fell in 1906 and England was gone. It was at that point that I got mad. Instead of going on with the game in search of a winner, the other six players, playing the tournament scoring system, decided to declare a six way draw. A bunch of whimps!

But I got the last laugh, I think. Remember that no show Germany that went on to play Russia on a different board? Well, if he had put in an appearance in our game it would have been different, because he's an honorable man and he wouldn't have joined a three way attack on me. He's also my good ally from the 1988 MANORCON. Anyway, he kept on plugging away in his game and, surprise, actually won it. A ha, I thought, I've got a winner and a new champion. Well, it didn't quite turn out that way, since some nobody from a different game entirely actually did well enough to win the tournament and championship title.

For the record, here's the supply center chart for the top board of the second round.

Power/Player	01	02	03	04	05	06
A/Bart Huby	5	5	6	6	6	6
E/Larry Peery	4	3	2	3	2	0
F/Matt McVeigh	5	5	6	6	7	9
G/Jeremy Tullett	5	6	6	6	7	8
I/Toby Hams	4	5	5	6	7	7
R/Peter Hawkins	6	7	8	6	4	3
T/Dave Redfern	4	3	1	1	1	1

Before I tell you the final results I do want to mention that the caliber of play in this game, other than my own, was excellent. Matt, Jeremy and Toby all did very well, and Pete has already demonstrated in his past performances how good a player he is. The final results were: Pete Mason, the over-all winner and champion; Simon Bouton, the winner of his game as Russia; Matt McVeigh, best on the top board; John Mills, Toby Harris, Steve Jones, and Robin Levy. Each of these fellows got a MIDCON shield. As a matter of fact I got one as well. They said it was because I had come farther to attend a MIDCON than anyone else in history. Matt said it was the booby prize. Pete Mason also got £150 from the tournament to help him attend WORLD DIPCON II. I know Simon and Matt are coming, so if you attend you may be able to see some of Britain's top Diplomats in action.

The recipient of the 1989 Les Pimley Award was also announced at MIDCON. This year's recipient of the British hobby's service award is Danny Collman with David Watts, Brian Walker, and Jan Niechwiadowicz also receiving substantial numbers of votes.

MIDCON X will be held the weekend of 4-6 November, 1990, in Birmingham. For details: Chris Tringham, 10 Jubilee Ct., London Rd., Thorton Heath, Surrey, CR4 6JL, ENGLAND.

# MANORCON 90

FRIDAY 20TH TO MONDAY 23RD JULY, 1990  
at High Hall, Birmingham University

**THE VENUE:** A modern university hall of residence in the north east corner of the campus which was used to house Manorcon in 1965 and 1967-68. A bar and several common rooms will be available and both single and twin bedrooms may be booked.

**THE EVENT:** For seven years Manorcon has been held at Birmingham University and has grown steadily in both size and popularity. By 1987, with 250 people in attendance, it had become the biggest convention in the postal games hobby and offered more tournaments, more games and more variety than any other. In 1988 Manorcon broke new ground when it hosted the first ever World Dip Con and attracted 330 games players. In 1989, reverting to a normal national convention, 300 people attended and took part in 15 different tournaments.

**THE MAIN TOURNAMENTS:** Diplomacy remains the core of the convention and as usual two tournaments are planned. The National Team Championship, now in its eighth year, will take place on the Saturday and will involve teams of seven players drawn from zines, universities and other groupings - in 1989 we had 19 teams and this year we expect something similar. We will also host the British Individual Championship on both Saturday and Sunday which, with 145 participants in 1989, is now the largest Diplomacy tournament in the hobby.

**OTHER TOURNAMENTS:** David Watts, the inventor of Railway Rivals, will be running a Railway Rivals tournament and a tournament of other Rocherme games. Francis Trezona, of Hartland Trefoil Games, will be running several Bartland Trefoil tournaments and there will be tournaments organised of Acquire, American Football, Britannia, Croquet, General Games, Kingmaker, Soccerleague, 5-a-side Soccer, Speed Circuit and other games including some not offered before.

**OTHER GAMES:** As well as the organised events there will of course be dozens of other games being played throughout the convention. Don't think that if you attend you will be expected to take part in a full tournament - if you just want to play a few sessions of your favourite games you'll have plenty of opportunity to do so.

**OTHER ATTRACTIONS:** Gibsons Games will be supporting the event and we are planning a games stall and a contact point for players and GMS. There will also be at least one 'special' event which you'll hear about later.

**THE HARD SELL:** Complete and send off the booking form today to ensure your place in the biggest hobby event of the year! Once you have booked you will receive regular Progress Reports giving details of timetable, extra attractions, who is coming and all the last-minute changes that will inevitably occur with an event of this size. If you are booking a room you only need pay a deposit now, with the balance due in April 1990 - and please note that the University regulations require that if you intend to remain on the premises after midnight you must book a room for that night.

**THE CONTACT:** Richard Valderline, 13 Oritley Road, Hitchin, Herts, SG5 2AZ.  
Telephone Hitchin (0462) 455741.

**WANT TO HELP?** If you'd like to be involved in the organising or the running of a tournament, or if you just have some ideas on how to improve the con, then contact Richard Valderline as soon as possible!

## MANORCON 90 BOOKING FORM

(Friday July 20th to Monday July 23rd, 1990)

Name:	Tel. no.:
Address (Students should give home and college addresses):	

### PRICES

Convention Fee (Payable in full at time of booking)		PAYMENT ENCLOSED
Full Convention	4.5	
OR		
Daily Rate (Please indicate which days)	£ 2/day	
(Fri..../Sat..../Sun....)		

Cost of Rooms (Bed & Breakfast) (Deposit payable - see below)

Please note that the University regulations require that you MUST pay for a room on any night that you intend to stay on the premises after midnight - and we will be firmly enforcing this rule!

	Single	Twin
1 night	£15	£28
2 nights	£29	£54
3 nights	£42	£78

If room required for less than three nights please indicate which nights required: Fri..../Sat..../Sun....

If twin room required please give name of second occupant:

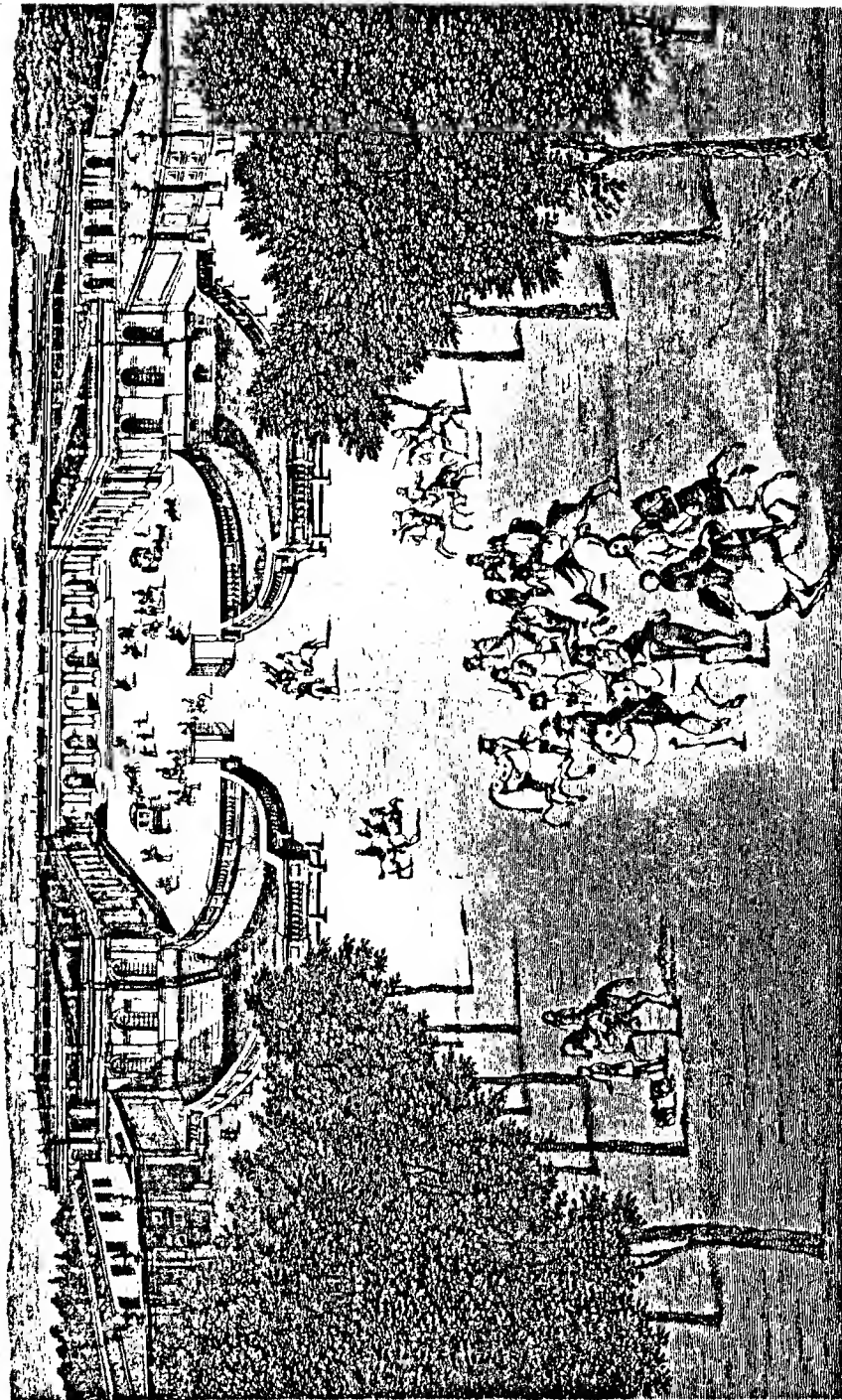
Room Deposits are £5 per person per night, payable at time of booking. Balance payable by April 1990.

Note: Please book early to avoid disappointment

Hobby Services/Leaves	Stats Service
Totally voluntary but included as a reminder that hobby services cost money and all donations are welcome!	Hobby Dev. Fund
TOTAL ENCLOSED	

Cheques should be payable to THE UNIVERSITIES DIPLOMACY TOURNAMENT  
Full refunds guaranteed up to June 23rd, 1990.

Return form to: Richard Valderline, 13 Oritley Road, Hitchin, Herts, SG5 2AZ



*Chateau de Grand-Juvenon vers 1822*

# DIPLOMACY: IN THE FRENCH FASHION

Larry Peery

Angelopoulos, Guggenheim, Strauss, & Zaninetti: Sounds more like a high-priced New York law firm than a bunch of Diplomats doesn't it? Well, it's not the former, and it is the later. Keep in mind that Paris is not only one of the most beautiful cities in the world, it is also one of the most cosmopolitan; and so is its Diplomatic community.

I only had one chance to play Diplomacy in Paris, but it was a game I will never forget. I had arrived in Paris by train late on Thursday evening, to be met by a sizable contingent of the French Diplomacy hobby, and without further ado I was whisked off to one of their favorite "ronde-vous points," e.g. a hang-out for French Diplomats. This particular place was a combination beer & wine bar, sandwich shop, and game club; decorated in early Elliott Ness Prohibition Era style with machine guns and Edward G. Robinson movie posters all over the black walls; all presided over by a fun-loving game player bartender. Thick cigarette smoke, Piaf, and goodwill filled the air. A glass of wine, a sandwich, and fourteen quick hellos, and away we went.

A week is not enough time to see Paris. A lifetime is not enough time to experience it. And yet a week was all I had. They didn't let me waste a moment of it. By Sunday afternoon, the appointed time for the Diplomacy game, I felt I knew them all as well as I know any of the American Diplomats. It is said, and if it hasn't been I just did, that you can take the Frenchman out of France, but you can't take France out of the Frenchman. I guess it's true, even after four generations. On the other hand, you can't take the Diplomat out of a Diplomacy player, who matter where you put him. So I didn't trust any of them. A troupe of us descended on Xavier Blanchot's place for the game. The French Diplomats have a custom, which I very much like and I think should be emulated in the American hobby. Each person, as they arrive, makes the rounds of all those present, either greeting old friends, or introducing themselves with a handshake and a few words to new acquaintances. No one, no matter what had happened in the last game, or how unknown they might be, is over-looked. It's hell the first time if you don't know anybody, but you are never again a stranger, or a foreigner among them. Xavier's place was large, to say the least. One of his roommates had a room with three pianos in it, including a small grand. Guy played a pretty good Scott Joplin rag as well. He had the melody of the MAPLE LEAF down pat but his rhythm was a bit off. We gathered in the dining room and things soon got down to the business at hand. You could tell. It was the same in Paris as it was in Birmingham, and as it would be in Vienna. The temperature dropped ten degrees, the humidity went up twenty points, and you could hear blood racing through tightened veins. It was time for the game.

Country assignments were done by lot, and we soon had a board in place. And then something happened that I have never seen before in a face-to-face Diplomacy game: Absolute, total, complete chaos: it wasn't Diplomacy, it was bedlam. It was great. The French Diplomacy hobby has elevated the pre-game, Winter 1900 diplomatic, or negotiation phase of the game to an art form. Negotiations become philosophical discussions. War and peace become reality. One on one, one at a time, and around the board; and then again; and again. It was the most intense, Winter 1900 set of negotiations I've gone through in 25 years of Diplomacy. And when it was over I knew, as I knew before it started, that I really only knew two of the other players, my hosts Christophe Barot and Jacques-Henri Strauss; and I'd trust them as much as I'd trust Cooley, Gurley, McVeigh, or Adenstedt. In other words, not a sou. I was, indeed, a stranger in a strange land. On the other hand, it felt, oh, so, good to be home.

Austria was played by Bruno de Scoraille, who eventually left; and was replaced by David Guggenheim. England was played by Venois Angelopoulos. France was Frederic Pottier, who eventually left; and he was replaced by the returning Bruno de Scoraille. Jacques-Henri Strauss played Germany until the bitter end, unfortunately. Italy was



played by Jean-Marc Zaninetti until he left; and then by Jacques-Henri Strauss, by then eliminated as Germany. Russia was my lot. And Turkey was my good friend, Christophe Barot.

Since the only order sheets I have from the game are those of Jacques-Henri and myself, I can only give you a brief idea of how the game went. I decided that since my MIDCON strategy of using Turkey to blitzkrieg Russia had worked so well, as everybody in Paris knew by now, I would try something with a bit more finesse in Paris. I cut a deal with everybody in sight and, amazingly, it worked; at least for a while. Turkey and I would bounce each other in the Black Sea, fooling nobody but protecting ourselves. Austria, Germany and I would neutralize the middle board. And I would grab Sweden. That plan lasted a year, barely. In 1902 that strategy went out the window. I decided that I either had to attack Germany or ... well, attacking Germany seemed like a good idea, and I couldn't think of a nicer guy to stab than Jacques-Henri. So, I waltzed into Silesia and Denmark, just as Germany went after France. At the same time I grabbed Rumania; while sneaking into Armenia in the process, much to Christophe's "Methinks he protests too much" amazement. I figured I could fight Germany, with France as an ally; and Turkey, with Austria as an ally; at the same time. The wars raged on every front through 1903. I got into Berlin, but I was blasted away in Armenia. The alliances were changing almost as fast as the players. I was having units annihilated as fast as I was building them. I was losing my old supply centers as fast as I picked up new ones. It was great Diplomacy, and far different from what I was used to at home and in Britain. The Dutch and the Austrians would have loved it. I gambled wildly in the fall of 1905, and actually picked up two centers and managed to build two new units. I stayed at eight until the end of 1907; when England moved on me in the north. Suddenly I found myself living Russia's worst possible nightmare: a war in the north, a war in the south, and gridlock in the middle. I had lost the initiative. Some fancy foot work kept me at seven units through 1909, but the handwriting was on the wall. In 1910 I was down to five units. By 1904 I was down to four units, all armies, but I still held my three southern home supply centers. Jacques-Henri, whom I had decimated as Germany, was sitting on a nine center Italy, grinning just like another cheshire cat I had encountered the week before. Oh yes, and Christophe was still holed up in Turkey's highlands, holding off the Austrians and me.

The caliber of the players in this game was superb. Their strategy and tactics were outstanding from the beginning to the end of the game. But what really impressed me was the quality of their diplomacy. It was as good as any I've seen anywhere. No, it was better than that. It was the best I have ever seen. Every player negotiated at least once, and usually twice or thrice, with every other player in the game from Winter 1900 right through 'till 1911. It didn't matter if you were big or small, allied or opponent, a next door neighbor or across the game board; they still had something to say to you. All in all, I would say it was one of the most enjoyable face to face games of Diplomacy I have ever played.

There was more to my Paris visit than just an opportunity to meet the members of the French Diplomacy community, and test their skills on the game board. There were things I wanted to find out about their hobby, and things they wanted to find out about the world of Diplomacy outside the French speaking world. My goals were two: to access the current state of the French hobby, and to try to bring it into the mainstream of the international hobby. And I think they were trying to do the same from their side of the table. Elsewhere in this issue you can read Christophe's first French Diplomacy News report. It will tell you something about the French postal Diplomacy and its publications. Having seen examples of all of them, I can say that although they don't have a great variety of zines the ones they do have are very good. They also have a dynamic variant hobby including one game, INFLUENCE MONDIALE, that reminds me of the old, 1970s-era, HYPERECONOMIC DIPLOMACY variant that went on for years in the States. So, if you are into big, complex variants that's the game for you. They're also interested in other forms of games and simulations besides Diplomacy if that's your interest. They're willing to participate in an international postal Diplomacy game, and it doesn't have to be in French. In fact, we're talking about doing a French "demo" game for DIPLOMACY WORLD. I think it would be enlightening to us all. We're

also going to start exchanging articles, and publications, with some of the French hobby writers and publishers in an effort to bring about further communication between our hobbies. They're also interested in setting up a French Diplomacy Archives, so if anybody is interested in donating to that project, let me know. And finally, although I don't want to ruffle anyone's feathers, I must point out that there is a new French BNC, named Jean-Yves Pirou, and he's trying to get in touch with our BNC, Duck Williams. Can you imagine the possibilities? Perhaps we will yet see Duck a l'Orange on the next WDC banquet menu!

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# ZINE REGISTER #15: A LITURGY OF THE HOURS, or a BOOK OF THE DEAD?

Tom Nash, the east coast equivalent to Ron Cameron, has put out his first ZINE REGISTER, the official guide to the hobby's publications. It's a work of art and, if you're into that sort of thing, a Diplomacy equivalent to the medieval book, LITURGY OF THE HOURS. The layout, editorial format, and computer graphics have made it one of the most beautiful publications in the history of the hobby.

Lauda to the publisher.

But, to my mind, this ZINE REGISTER is also a Book of the Dead. It is form without substance. There are nearly 100 publications listed and most of those are either physically or brain dead.. I don't like writing that and I'm sure I'm going to catch hell (one way or another) for doing so, but the fact is that there are less than 20 Diplomacy publications appearing in North America that are worth a damn.

In my view a Diplomacy publication, to be of substance, must offer, to some degree, a contribution to the development of the game or hobby; well run games, either regular or variant; or an appreciation of the relevance of Diplomacy to the real world. If it can't do that, it should at least be entertaining. Most Diplomacy magazines don't, or aren't. And no, I'm not going to give you my list, at least not yet.

Pray, prove me wrong. And give me examples and cases, as my good friend, Mark Berch, would say.

The religion of ancient Egypt was, I feel, a religion of the dead. It made the life of the living dead. It was, in what it left to history, glorious. But for those who had to live it, it must have been hell on earth.

I read the tales of woe that come from the hobby's younger publishers, gamemasters, custodians and service providers and I see a Karnak next to Levittown across the river from a Sun City. Woe is me. Alas Babylon!

To all of you younger than I, whether in terms of life's years or Diplomacy experience I have one message. If you think that fancy machinery, or super-slick graphics are going to replace hard work, or inspiration, you are wrong. Look across the Nile to Luxor, or through the lawn toward Forest Lawn, and see what stands. Even without their surface veneer of polished marble, or their inner soul, Ka, the pyramids stand, a message still to be seen.

And laugh at BOAST if you will. Poke fun at BUSHWACKER if you must. But when the dust settles and your computers and fancy graphics are dust, gone to dust, pause and reflect. What message do their empty shells send?

This ZINE REGISTER marks the end of one era and the beginning of another, although we may not realize it.

What we have to rediscover, in place of the sense of community, of humanity, that we have lost, is a sense of oneness. We have to replace our current fascination with the mechanical, electrical, electronic (all of which I have lived through), and computers with a renewed interest in each other as human beings. It's a simple choice: to love, or hate, warts and all, the software and hardware that produced ZR #15; or to love, or hate, Fred Davis, bifocals, squeaky voice, and all. I see one issue of high-tech fizz being compared, favorably, with twenty years of hard work; and I don't like it. The computer's product may be beautiful, but there is an over-emphasis on form, not substance. BUSHWACKER may be typed on a manual typewriter, etc. but it still has something substantial to say. Please see page 28.

# Certificate

## Österreichische Diplomacy Meisterschaft 1989

Am Samstag den 18. November 1989 fand der öffentlich ausgeschriebene Wettkampf zur Meisterschaft statt. Dieser wurde mit Unterstützung der Fa. Piatnik als Vertreter von Parker in Österreich durchgeführt. Der Spielekreis Wien als Organisator gratuliert

recht herzlich zum  
. Platz

*Ferdinand de Cassan*  
Ferdinand de Cassan  
Präsident

*Erich Adenstedt*



## DIPLOMACY: VIENNA'S BLOOD

Larry Peery

A week in Paris was not nearly enough time but the train from Paris to Vienna, the Mozart, waits for no man, even me! We made it to the station on time, barely. What can you do when a garbage truck is in front of your taxi, and the sidewalks aren't as wide as the car? I left Paris at about 0800 and the train travelled across Alsace-Lorraine via Strasbourg to Munich. By the time it started to get dark we were crossing the Austrian border, so I saw nothing of the Austrian countryside. Salzburg came and went and it was about 2200 when we pulled into Vienna's station. I had left Paris in the last hours of Fall. I arrived in Vienna in the first hours of Winter. When the door of the train car opened Erik Adenstedt was standing there, with another cheshire cat grin on his face. I recognized him at once, even without my glasses on. I gave him a typical Diplomatic greeting and started throwing suitcases at him right and left. And while I don't claim to equal Elizabeth Taylor's 37 pieces of matched luggage, her normal load for a trans-Atlantic Concorde flight, I am not the lightest traveller in the world by any means. To my amazement I discovered that Erik was not the only one there to meet me. At the top of the stairs another tall, skinny blond was standing not exactly earth-shaking in Vienna, where even the dogs are tall, skinny blonds. But there was a catch this time. He wasn't an Austrian. He was a Canadian. I had totally forgotten about Steve Hutton being in Vienna, although I had written him just before I left to let him know I was on the way. My God, I thought, what will they say in Canada about this?

Actually it all worked out very nicely, but you'll have to look elsewhere for my tale of the Vienna woods.

I had to come to Vienna to visit Erik on his home turf, attend the SPIELEFEST and see one of the world's great cities; not necessarily in that order. Erik is unique even for a Diplomat. So is the SPIELEFEST; which in five years has become one of the world's great gaming events, and one unlike any other anywhere. And Vienna is unlike any other of the world's greatest cities because it is the creation of one family the Habsburgs.

I arrived in Vienna on Thursday evening, although it was almost Friday by the time we got to Steve's place where I was going to stay. Since he was leaving the next morning for Budapest (My God, I thought, am I the reason he's defecting?), I had just enough time to orient myself to the neighborhood and get ready for the SPIELEFEST. Fortunately, the SPIELEFEST was being held quite close to Steve's apartment, so all I had to do was walk about a half mile and I was there. The event site is Vienna's Messepalast, a huge complex located on the Mariahilfer Strasse, opposite from two of the city's major museums and the Hofberg. The complex consists of ten separate halls and stretches the length of three football fields. You'll understand the scale of the place if you keep in mind that the SPIELEFEST used just three of those ten halls and those three halls accommodated some 25,000 people that weekend. Each hall was huge, of course, and the floors were hardwood parquet. High above were crystal chandeliers with lighting good enough for indoor fotos without flash. Not bad, I thought for a "Peoples' Palace" and a Diplomacy championship. It wasn't until the last day of the SPIELEFEST that I found out that the Messepalast, during the Habsburgs reign served as the Imperial stables.

Amazingly, I managed to find Ferdinand de Cassan, the event host, and Dagmar his wife, without much trouble. Or maybe they found me. Friday afternoon was relatively quiet, for the SPIELEFEST. You could actually find a place at a table, and see where the aisles were. I wandered around and looked at the exhibits put up by the various game vendors, local retail outlets, independent game designers, etc. And I watched the kids. The place was filled with kids and they kept arriving in droves as the weekend went on. Imagine, if you can, a single face-to-face Diplomacy game with a background chorus of 24,991 kids! That was the way it was.

If I remember correctly, this was the first time the Austrian Diplomacy championship was held in conjunction with the SPIELEFEST. That came about because Ferdinand, who runs the festival, is also Austria's biggest Diplomacy buff, as well as the publisher of Austria's only Diplomacy magazine, WIN. The local gaming group, SPIELE KREIS WIEN, provided the space for the game, and a good number of the participants in the game were also members of the club. The Austrians use a different system for determining the participants in their annual championship event, now in its fifth year, I think. They have a series of preliminary events and the top three players from each of those play in the championship game. The previous year's winner is guaranteed the seventh slot. Most of the participants knew each other and several of them were veterans from past championship matches.

There are a number of differences in the way the Austrian championship event is run, at least in comparison to American or British events. First, the players all know who is going to be playing in the event ahead of time. They even know who is going to be playing which power. This is a necessity since each player is required to dress for the event in the appropriate costume for his country. And, remarkably enough, they do. The Englishman wore a bowler hat. The Russian wore a bearskin coat. The Turk had on a fez. And so it went. Country assignments were based on preference lists supplied by the players three weeks before the beginning of the event. This year there was one big surprise for the players. One player dropped out at the last moment and the other six players suddenly found that they had to deal with a new player. Pre-game negotiations took on a sudden, new urgency. Finally, the players, who had had three weeks to negotiate, were faced with the fact that Erik was their gamemaster and I, God only knows why, was there to advise on technical aspects of the game.

The game was supposed to start at 1400 on Saturday, but I arrived at opening time at 1000. There was already a line, six people wide, from the inner courtyard clear out to the Mariahilfer Strasse. People, hundreds of them, were patiently standing there in their woolens, gloves, and fur hats waiting for the doors to open. I got inside quickly with a pass Ferdinand had given me and decided to set up a small display on DIPLOMACY since Parker Bros., the European continental manufacturers of the game, didn't seem to be around. I put out a copy of the English version, from the British championship, and my own, GRI edition, copy of the game. I also put out a few copies of DIPLOMACY WORLD, some flyers on WORLD DIPCON, a map of North Carolina and whatever else I thought would be interesting. Little did I know what I was in for. During the next two days I handled questions, good questions, from nearly 300 people on the game, the event, the hobby, etc. Not every Austrian game fan plays Diplomacy, but they all recognize it; and most of them understand it quite well. I also did a brief interview with Radio Blue Danube, the English language channel of Austrian radio, the first of two I would do.

By two o'clock I noticed that the crowd around the table set aside for the championship game had begun to thicken. People had been stopping all morning to watch Thomas Martin work on his version of the Sistine Chapel ceiling. I think even Michelangelo would have been impressed with Thomas' version of the Creation. The details are elsewhere in this issue. Suffice it to say here that Thomas created a giant mapboard, posted on the wall, showing the Diplomacy board. During the championship game pieces, each the size of a tea cup saucer, would be moved about on the board so observers could see the game at a glance. Perhaps Thomas' most remarkable accomplishment was that he had made his mapboard just high enough to be within Erik's reach. I kept wondering what would happen if an English or Russian fleet moved to the Abyssal Sea. Suddenly, without warning Thomas disappeared. In his place I spotted a fellow in a fez, and another who looked like a bullfighter left over from a VSO production of Carmen. Hummmm, I wondered. The hour must be at hand. And then Erik appeared, in as close to formal wear as I've ever seen him. The clock struck 1400 and Ferdinand, looking just like Little Caesar, introduced the players, Erik, and myself to those gathered about the table.

You would have thought, from the way the Winter 1900 negotiations went, that none of the players had ever seen each other before. Here we go again, I thought.

Let me introduce them to you. They are not names you will recognize but, if you plan to attend to WORLD DIPCON this year, it may be to your benefit to know them. Not knowing them may prove very fatal to your health.

AUSTRIA: The honor of defending Austria, or the task of defending Austria's honor, fell to ELMAR BLASCHEK, a 28 year old systems engineer, who also happens to be the 1987 Austrian champion.

ENGLAND: The man in the bowler hat, in the slightly too-small pinstripe suit, was WOLFGANG ALBER, a 33 year old tax consultant, who had only been playing Diplomacy for two years. I had a chance to meet Wolfgang and his charming wife socially after the game. He's also thinking about attending WORLD DIPCON this year. He says it's a tax write-off for him.

FRANCE: The man who looked like an extra from a production of Carmen, EWALD TUWORA, was the 1988 Austrian champion. At 47 years old, and with six years of Diplomacy player experience, he was one of the senior players in the group. He runs a company that makes, among other things, ladders; which may explain why he is so good at stepping all over other people.

GERMANY: FELIX DIWOK, although only 25 years old, has been playing Diplomacy for seven years, a long time by Austrian standards. He's a student. Perhaps he turned in the best performance of any of the players in this game since he had to play the entire game wearing a pair of leather shorts. The question was, "Was he wearing any underwear?"

ITALY: It may have been fate that made THOMAS MARTIN, the creator of the giant Diplomacy wall map, Italy for this game, but he certainly looked the part in his cassock. One of my favorite memories of the entire trip was seeing Martin's face when two Roman Catholic sisters, escorting a group of school children, walked by and saw him in his magenta and black. He looked terrified, and they looked horrified. A part-time student and a part-time computer whiz, he was playing in his fifth game of Diplomacy.

RUSSIA: FRANZ VEITL, 31 years old, with five years of Diplomacy experience, Franz is a student of pharmacology, and a gift for drawing cartoons and illustrations. He's also an awesome Diplomat. Franz was the last minute substitute player for this game.

TURKEY: What would you do if a player for Turkey at one of your games showed up in a fez, red silk pantaloons, and lots of make-up? Well, maybe you wouldn't; especially if he was the size of an average American football player. WOLFGANG KOVAC, a 27 year old engineering student, played Turkey and if Austria had anything like an Oscar, he would have got one.

I'm not going to bore you with all the play-by-play here, especially since I plan to publish all of it elsewhere, but I'll give you an idea of what happened when all the dust settled at the end of 1907.

AUSTRIA: Elmar held Budapest, Rumania, Serbia, and Vienna; for a total of 4 centers and 4 armies.

ENGLAND: Wolfgang held Berlin, Denmark, Edinburgh, Holland, Kiel, Liverpool, London, Norway, St. Petersburg, Sweden, and Warsaw; for a total of 11 centers, 6 armies and 5 fleets.

FRANCE: Ewald ended the game with Belgium, Brest, Marseilles, Munich, Paris, Portugal Rome, Spain, Tunis, and Venice; for a total of 10 centers, 6 armies and 4 fleets.

GERMANY: Was eliminated, but not until the last season of the game.

ITALY: Thomas held Naples at the end, with a fleet.

RUSSIA: Franz held Moscow and Sevastapol, with two armies.

TURKEY: Wolfgang kept Ankara, Bulgaria, Constantinople, Greece, Smyrna, and Trieste till the end: for a total of 6 centers, 2 armies and 4 fleets.

It was a classic English-French alliance, but if you didn't see it in person you won't understand just how "classic" a performance it was. I watched Wolfgang's and Ewald's performances all the way through the game and they were, depending on your choice of words, either "awesome" or "perfect." It was one of the best two-way alliances I have ever seen and it was totally unlike the usual Austrian game plan; which may explain why it was so effective.

When I went over their order forms; there was one think that struck me at once. There were no changes, no corrections, no nothing. The orders written, the first time, were the orders submitted. They knew, from Day One, what they were doing. It was

as good a partnership, or team performance, as I have seen. And it lasted right through to the end.

It was perfect on paper, but it was awesome in the flesh. I watched them during their discussions with each other, and their negotiations with the other players. They gave nothing away. From Winter 1900 until the end of the game you could not tell, from looking at them, how they were doing. Neither one of them ever changed their facial expressions to match game developments. Looking at their faces you could not tell if they were winning, losing, or what. They were the most perfect pair of masques I have seen since DON GIOVANNI. I've heard the expression, "a poker face," but this was a eight hour tour de force, not just a 10 second eyeball to eyeball, who's going to blink first confrontation. Neither one of them ever blinked but, because of the scoring system, the championship title, the victor's cup, and the prize fell to Wolfgang.

After the awards ceremony, some of us went out for a drink and dinner, where I tried to con them into coming over for this year's WORLD DIPCON. "Why not?," I thought, "They play as well as, or better than, any of us." Time will tell how right I was.

I figured it would take a few days for the winners to come back down to earth, and the losers to heal their wounds. Wrong. Erik, as the gamemaster for the SPIELEFEST event, had not had a chance to play. And neither had I. Fresh meat, or was it a rare blood type, was in the air. A second game was inevitable.

Getting around Vienna is easy, especially if you don't know where you are doing. It must be a snap for the natives. At the appointed hour I appeared on Erik's doorstep, more to his amazement than mine. It was easy. I made a beeline for Moscow and stumbled over his place on the way. One by one the other players drifted in. A few I recognized from the championship game, but most were new faces to me. Fortunately, the Austrian Diplomacy hobby members all have the same first names. You know, come what may, that you will have a Franz, a Wolfgang, etc. in your game. You just have to keep track of who's who.

It was a pleasant Sunday afternoon game, and I realized sometime in the Fall of 1900 that Erik was going to win. I don't know why. I think it is because of his smile. A cheshire cat, be it English, French, or Austrian smiles exactly alike. Franz Veitl, yesterday's Russia, was today's Austria. Erik was England, and I had visions of Vikings sailing up the Thames. Thomas Martin, yesterday's Italy, was today's France. Hellmut Ritter was Germany. Christian Grundner was Italy. Again, my fate was cast with the Russians. Turkey was Franz Grundner.

Like good Diplomats anywhere, and everywhere, we ate and drank everything in sight on the site. I had to work hard to keep Franz from eating the artificial bananas in the dining room table centerpiece. I also got to meet Erik's family and that was a real challenge. His sister looks young enough to be his daughter. His mother looks young enough to be his sister. His stepfather looks young enough to be his brother. Still, over-all I gave them high marks. Half the books in their library were ones I had read. The other half were books I wanted to read.

Ah, the game. I am supposed to be writing about the game, right? Well, it was pretty cut and dried. By the time it ended France, Germany, and Italy were without centers or units. Turkey, bless his tail, was hanging onto one center. The third biggest power on the board was Russia, with four centers, and I sat there looking at Franz's "wild and crazy" looking twelve center Austria, and Erik's "lean and hungry" seventeen center England. I tried to get Turkey to declare a "jihad" against England, but that didn't fly. Erik had buffaloed Franz into agreeing to a concession, and I wasn't about to take on 30-4 odds; at least not while I was still sober. So we conceded to Erik and our personal record stands at 1:1, with the rubber match to be decided at this year's WORLD DIPCON.

But Erik is more than a great Diplomat, he's also a real gentleman. To help me heal my wounds he took me out for dinner at one of Vienna's best restaurants, a little place out in one of Vienna's suburbs named for...NAPOLEON, of all people. And while it may not be as substantive as a black doe, a big pile of whipped cream can satisfy most of my basic needs. Well, almost.

# WORLD DIPCON II

## DIPCON XIII

### DIXIECON IV

CHAPEL HILL, NORTH CAROLINA  
JUNE 22-24, 1990

Dipcon Committee: David Hood  
Ken Peel  
Tom Nash

**"The 1990 International Diplomacy Championships"**

The Carolina Amateur Diplomats, a Diplomacy gaming group at the University of North Carolina in Chapel Hill, North Carolina USA, will host the 1990 International Diplomacy Championships. There will be four rounds of Diplomacy offered over a three-day weekend, of which two must be played to be eligible for awards. There will be a team event as well, in which the scores for the seven members will be averaged in order to determine the winner. In addition, there will be tournaments for Diplomacy variants (such as Gunboat), and in non-Diplomacy games (such as Titan, Railway Rivals and Civilization.) Dates for the Con are June 22-24, and fees will be \$20 US plus \$15 US per night for housing on campus. Alternative housing is available at local hotels. Interstate or international participants should plan on taking a vacation in the American South for 10-14 days, since The Avalon Hill Game Company will sponsor a major gaming event in Atlanta, Georgia the weekend following World DipCon.

Transportation to Chapel Hill should be relatively easy via Raleigh-Durham International Airport. CAD members will shuttle Con participants from the airport to the Con. In addition, if one is traveling by car there are several carpool possibilities. Preregistration will also entitle one to a DipCon 1990 Booklet, which will have useful information included on the travel and housing questions as well as historical information on DipCon, World DipCon, DixieCon, the Carolina Amateur Diplomats, and the site of the Convention, the University of North Carolina (which is the oldest state university in the United States.) Those interested in attending the Con should send the registration form below, along with the necessary fees, to the Tournament Director David Hood at 15-F Estes Park Carrboro NC 27510 USA. Most questions should be taken care of with the publication and distribution of the DipCon Booklet, but if not please direct all inquiries to the Tournament Director.

#### WORLD DIPCON REGISTRATION FORM - June 22-24, 1990

Name:

Address:

Fees Enclosed: ☐ \$20 entry fee  
☐ 15 housing for \_\_\_ nights (Double)  
☐ 30 housing for \_\_\_ nights (Single)

Team Member? \_\_\_\_\_ If yes, name of Team Captain \_\_\_\_\_

Interested in Barbeque Dinner night of June 23? \_\_\_\_\_ If yes, enclose \$2 more

Submit completed form and fees to: David Hood 15-F Estes Park Carrboro NC 27510

Checks can be made out to David Hood

\*Contact David Hood before the Con if you need aid in travel plans\*



# WORLD DIPCON II

## DIPCON X III

### DI IECON IV

CHAPEL HILL, NORTH CAROLINA  
JUNE 22-24, 1990

Dipcon Committee: David Hood  
Ken Peel  
Tom Nash

*"The 1990 International Diplomacy Championships"*

**NEWSLETTER #3**

**January 4, 1990**

Welcome to the third issue of the Newsletter for DipCon/World DipCon 1990. Enclosed should also be a registration form for your convenience. If you are a zine pubber, I would appreciate any publicity you can give, including reprinting one or both of these publications.

The main purpose of the newsletter is to serve as a source of information to members of the Hobby about our event this June, as well as to facilitate communication between members of the two Committees who are working to put the thing together.

On that note, first order of business is to list everyone who will be involved in DipCon/World DipCon 1990.

#### DipCon Administrative Committee

David Hood, Chair and Tournament Director 15-F Estes Park Carrboro NC 27510

Tom Nash 5512 Pilgrim Road Baltimore MD 21214

Ken Peel 8708 First Ave #T2 Silver Spring MD 20910

#### DixieCon Tournament Committee

Morgan Gurley, Co-Chair and Publicity, Local 4930 Charmapeg Ave Charlotte NC 28211

Dave McCrumb, Co-Chair and Variant Events Director Rt 1 Box 10 Shawesville VA 24162

Randy Grigsby, Publicity, Canada 93 St Vincent St RR#3 Barrie Ont L4M 4S5

Ron Cameron, Publicity, West Coast 7821 Bouma Cir La Palma CA 90623

Simon Billenness, Overseas Publicity Coordinator 388 Richmond Ter #5L Staten Island NY 10301

John Cain, Australia and New Zealand 76 Banool Rd Balwyn 3103

Peter Sullivan, United Kingdom 27 Farrar St Darlington DL3 6RG

Per Westling, Scandinavia Rydsb. 246 c:16 S-582 51 LINKÖPING SWEDEN

Bob Odear, Publicity, Electronic Mail 901 Park Ridge Rd #B6 Durham NC 27713

Michael Lowrey, Asst. Tour. Dir., Scoring 1131-205 Park Ridge Ln Raleigh NC 27605

Robert Sacks, Special Advisor to the Chairman 4861 Broadway 5-V New York NY 10034

Eric Klien and Tom Nash will also be doing publicity on the E-Mail networks, for Portal and Compuserve, respectively. In addition, Jef Bryant (121 Rue Jean Pauly 4300 ANS BELGIUM) will serve as the Francophone contact. Any other gaps we have concerning the various national hobbies should be taken care of once Larry Peery's worldwide Dipinfo service gets going later in January.

**Con Details.** The Con will be held June 22-24, 1990 at the University of North Carolina in Chapel Hill, North Carolina. There will be four rounds of Diplomacy, of which one must play two to become eligible for awards. During the Saturday morning round, the individual scores will also be tabulated by seven-man team for the team competition. Teams are already beginning to be organized in Canada and California, and I hope other places as well. This will add even more enjoyment to the tournament, not to mention more bodies to the Con. There will also be tournaments for variants, Gunboat, and Railway Rivals. There will also be a Diplomacy Geography Exam to be written by 1989 DipCon champ Edi Birsan that will focus on the Diplomacy map and the real-life places represented. Fees are \$20 entry, \$15 per night housing.

Certificates will be awarded for the subsidiary tournaments and for places 4-7, but plaques will be awarded to the top three places in the tourney. Edi Birsan has donated plaques for the

50/ Seven Best Country awards, as well as two other coveted DipCon awards - the "Hammered" trophy and the "Golden Blade" award, for excellence in being stabbed and stabbing, respectively. There will also be certificates awarded to players in games who stick it out in bad positions ("Death With Dignity" awards) similar to those awarded at the 1986 DipCon in Fredricksburg.

Avalon Hill Game Company will also be donating prizes for the various competitions. Although the final package has yet to be decided upon it will likely include games, merchandise certificate and free subscriptions to their gaming magazine The General. Games donated by other parties for use as prizes so far include BATTLE FOR ITALY, VENTURE, and GUNSLINGER, all Avalon Hill titles.

**Tournament Schedule.** The first Diplomacy round will begin on Friday, June 22 at 5:00 p.m. Also beginning Friday night will be the Gunboat tourney (which will continue on an as-needed basis throughout World DipCon) as well as the Railway Rivals competition. Saturday morning will see the second DipRound, which will also double as the team competition. Consters not into 9:00 a Diplomacy can instead play in a Titan tournament to be held concurrently. After an early dinner the third Dipround will begin at 6:00 p.m., as will the Diplomacy variant tournament, which will feature a 5 or 6-player variant. Finally, Sunday morning at 9:30 will be the fourth Dipround as well as the starting time for the Civilisation tournament. Awards would be given out and the tournament brought to a close around 5:00 or 6:00, depending upon the completion time of Round 4 games. This schedule allows alternatives for any participant who wants to eschew Diplomacy (God have mercy on his hapless soul...)

**Scoring System.** Not a whole lot of comment so far about the CAD scoring system outlined in the last newsletter, but what we have received has been mostly negative. Should we use a simple win/draw system like was used at the 1987 DipCon in Wisconsin? Below is a prototype for such a system - send us comments and suggestions!

*Win-10, 2way-5, 3way-3, 4way-2, 5way-1, 6 or 7way-0, plus .1 for each supply center.*

**InterCon.** Don't forget about Jason Bergmann's house Con to be held during the week between World DipCon and the Origins Con in Atlanta. There will be lots of gaming there, or you can just use his house as a home base as you tour the Atlanta area. Also don't forget that he can car-pool up to three people with him to Chapel Hill from Atlanta (and back) so some Consters may want to fly directly into Atlanta from overseas and carpool with Jason. Get in touch with him: PO Box 23780 Atlanta GA 30322.

**Travel.** Unless one is coming from overseas, you can probably get a direct flight into Raleigh-Durham from any major city. Alternatively, you can fly into Charlotte and carpool with Morgan Gurley and his ilk (address on other side). Internationals should contact me or Simon Billenne about your travel plans. There will also be carpool possibilities for many hobbyists. Mike Gonsalves (1401 Haven Rd #T-6 Hagerstown MD 21740) will be driving his van and can pick up people through MD/DC/VA. I will announce other rides as I hear about them.

**Internationals.** Get in touch with the DipCon representative for your area to coordinate travel plans, registration fees, etc. We look to have a truly international Con given the tremendous interest already shown abroad. Pete Sullivan promises two teams from Britain alone, and has begun publishing his own newsletter Globetrotter to help promote World DipCon in the UK.

**Housing.** For those who don't want to stay in our air-conditioned dorm rooms, I will provide a list of nearby hotels in DN#4.

**Publications.** There will be a Con booklet ready before the Con, including direction schedules, etc. and there may also be a souvenir booklet afterwards. If I get written bid proposals for DipCon 1991 I will include them in the Con booklet. There will definitely be a zine table where pubbers can hawk copies of their zines to Consters - several pubbers have already said they will send samples, and the Australians will be bringing a bunch of their zines with them.

**Variants.** Dave McCrumb is now deciding on the variant to be played during the Saturday night tourney. It will likely be a 5 or 6 player game. Send suggestions to him. If anyone is interested in helping him run the variant tournaments, let him know.

**Participants.** Here is an update on likely attendees for the Con: (US) Hohn Cho, Tim Moor, James Wall, Lance Anderson, Phil Reynolds, Don Del Grande, Mark Lew, Rex Martin, Steve Coole, Marc Peters, Jason Bergmann, Edi Birsan, Vince Lutterbie, Cathy Ozog, Ron Spitzer, Larry Peer, John Crosby, Mark Stegeman, Gary Behnen, and all the members of the Tournament Committees except Robert Sacks, (UK) Richard Walkerdine, Pete Sullivan, Iain Bowen, Rich Bass, Matt McVeigh, K Simpson, Dane Moslen, Derek Wilson, Jan Niechwiadowicz, (AUSTRALIA) John Cain, Andrew Englan, Mike Gibson, (CANADA) Francois Cuerrier, Cal White, Doug Acheson, (SWEDEN) Per Westling. This of course, doesn't count the normal DixieCon crowd heavily represented by the Carolina Amate Diplomats.

**Next Newsletter:** Expect it by March 1.

-DAVID HOOD  
CHAIR

## TOWARD A WORLD DIPCON: TAKING A SECOND LOOK

Larry Peery

As the second WORLD DIPCON approaches perhaps we should pause and begin to try to determine exactly what a "WORLD DIPCON" is, something nobody has attempted to do before to my knowledge. Keep in mind that the first WORLD DIPCON in England in 1988, the second WORLD DIPCON in Chapel Hill in 1990, and the third WORLD DIPCON, wherever it is held, in 1992, are all part of a six year experiment to see if the international Diplomacy hobby is ready for a world class championship event on a regular basis. But the question we must keep asking ourselves as we ponder this question is, "Is what we are creating what we want, need, or expect?" A little thought about that question now may prevent a lot of arguments later.

What exactly is a "WORLD DIPCON" supposed to be? Does winning that event make one the world champion Diplomacy player? Or is it just another title to go along with the host event's title? One thing I have noticed is that although a number of countries: the USA, Canada, Britain, and Austria among them, have a national title event of somekind there is no similarity in what the titles mean, or how they are awarded. Britain, for instance, has two major titles, the individual title awarded at MIDCON and the team championship title awarded at MANORCON. The individual title event usually fills seven or eight boards; while the team event fills three times that number. The Austrian system uses a pair of preliminary events, each of which provides three players, for their championship game. The seventh player is the winner of the previous year's event. Even the United States, which has had over twenty years of experience with DIPCON, has no set rule on what its championship means, a fact that resulted in a major contra temps at this year's event. One DIPCON official felt the championship should be based solely on the results of the individuals event; while another felt the championship title should go to the best over-all player. This is something we are going to have to think long and hard about in the next three years.

What follows is based on my years of experience as a Diplomacy event host and participant. In the past I've hosted two DIPCONS (IV and XXII) and attended three more (V, XVIII, and XXI); hosted nine PEERICONS; and been involved in perhaps 25 other similar events. In this article I've picked ten events to focus on, of which I attended nine. The tenth was the SPIEL '89, in Essen, but I talked to so many of the Diplomacy participants there I think I can evaluate it fairly. The other nine events were: DIPCON XXI (San Antonio, TX, 1988), WORLD DIPCON I (Birmingham, England, 1988), PEERICON VIII (San Diego, CA, 1988), DIXIECON III (Chapel Hill, NC, 1989), ORIGINS '89 (Los Angeles, CA, 1989), PEERICON IX/DIPCON XXII (San Diego, CA, 1989), MIDCON IX (Birmingham, England, 1989), ARMISTICE DAY CON (Paris, France, 1989), and SPIELEFEST '89 (Vienna, Austria, 1989). I believe this was the fifth year for both the MANORCON and SPIELEFEST events.

Each Diplomacy event, whether large or small (Editor's Note: These ten events ranged from 3 to 70,000 participants), contains certain elements which, in toto, define the event. Obviously the requirements for 3 people are not the same as for 70,000, but some consideration must be given to each of these items: (1) The choice of dates; (2) The number of days; (3) The days of the week; (4) The hours of operation; (5) The site; (6) The facilities for gaming, eating, drinking, and sleeping; (7) The staff; (8) The fees and costs; (9) The events, including tournament(s), scoring, and awards or prizes; (10) The social interaction event(s); (11) The attendance; (12) The travel involved for participants. And, depending on the scale or the special nature of the event, there may be even more elements which must be considered.

It might be possible to create a numerical system for evaluating the various elements that go into a Diplomacy event, but I'm not the person to do it. Frankly, I think it would be a waste of time. What I do think might be useful is a subjective system that allows us to classify events based on quantitative and qualitative guidelines. And these guidelines should be as simple as possible. I've chosen a simple five star system since most people are familiar with the concept, so all we need to do is **adapt** it to our special needs.

My system is based on two parts, one quantitative and one qualitative; and divides all Diplomacy events into five categories. For events that include Diplomacy only as a part of their program, only the Diplomacy related elements should be evaluated where appropriate. Here are the five categories, their quantitative definition, and the corresponding qualitative standard such an event should be expected to meet.

<u>Category</u>	<u>Quantitative Definition</u>	<u>Qualitative Definition</u>
WORLD CLASS	7+ Boards	*****
NATIONAL CLASS	7 Boards	****
REGIONAL CLASS	3 Boards	***
LOCAL CLASS	2 Boards	**
PERSONAL CLASS	1 Board	*

Obviously it is entirely possible to have an event which might be World Class in size, but only Local Class in quality. In fact, finding an event where the quantitative and qualitative elements are in balance is probably the exception, not the rule.

With this system the number of gameboards, in play at one time, is the primary quantitative element; and all other elements are grouped into the five star qualitative definition.

Using this system, heres the way the ten events I mentioned above stack up: WORLD CLASS EVENTS: WORLD DIPCON I, SPIEL '89, and SPIELEFEST '89 (with allowance for the special nature of the event); NATIONAL CLASS EVENT: ORIGINS '89, PEERICON IX/DIPCON XXII, and MIDCON '89; REGIONAL CLASS EVENTS: DIPCON XXI and DIXIECON III; LOCAL CLASS EVENT: ARMISTICE DAY CON; and PERSONAL CLASS EVENT: PEERICON VIII.

There are, I think, three major things that must be considered in evaluating any Diplomacy event, whether it be a WORLD DIPCON or friendly, local game: (1) The caliber of play, (2) The quantity and quality of the players, (3) The nature of the event. These are the basic building blocks of any successful Diplomacy event. But finding the right concrete to hold them all together in the right places will keep our scoring system designers, convention officials, and con reviewers busy for years to come, or at least until 1992.

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#### A WORLD CLASS STYLE

The hosts of this year's MIDCON, the British National Diplomacy Championship, donated £100, the equivalent to US\$1.00 for each event participant, to help send their champion to WORLD DIPCON II this summer. A fine gesture indeed. I wonder if anyone has thought about how the WORLD DIPCON II champion will get to WORLD DIPCON III in 1992?



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# CONFERENCE MAP

1989AM  
HOOSIER ARCHIVES DEMO GAME #10

1902  
"ANIMAL FARM REVISTED"

SPRING 1902

AUSTRIANS BREAK GALICIAN DEADLOCK, BUT LOSE TRIESTE TO ITALIANS,  
VINEYARDS OF COTES DU RHONE RUN RED...WITH BLOOD,  
GERMANS FIND EASY PICKIN'S IN BELGIUM, SLIM PICKIN'S IN DENMARK,  
SEA MOVEMENTS EXTREMELY FLUID

AUSTRIA (Jim Diehl): Fleet Trieste-Albania; Army Budapest Supports Army Vienna-Galicia;  
Army Vienna-Galicia; Army Serbia Supports TURKISH Army Rumania.  
ENGLAND (Edi Birsan): Fleet Liverpool-Irish Sea; Fleet English Channel-Mid Atlantic;  
Fleet North Sea Supports Army Norway; Army Norway Supports GERMAN Army Denmark-Sweden  
(NSO).  
FRANCE (Melinda Holley): Army Picardy-Burgundy; Army Paris Supports Picardy-Burgundy;  
Army Portugal-Spain; Fleet Mid Atlantic-North Atlantic.  
GERMANY (Steve Heinowski): Army Munich-Burgundy; Army Ruhr Supports Army Munich-Burgundy;  
Fleet Holland-Belgium; Army Denmark Holds; Army Berlin-Munich.  
ITALY (Steve Cooley): Fleet Ionian Convoy Army Tunis-Greece; Army Tunis-Greece; Army Venice-  
Trieste; Army Tyrolia Supports Army Venice-Trieste.  
RUSSIA (Francois Cuerrier): Fleet St.Petersburg (north coast)-Norway; Fleet Sweden Supports  
Fleet St.Petersburg (north coast)-Norway; Army Warsaw-Galicia; Army Ukraine Supports  
Fleet Sevastapol; Fleet Sevastapol Supports Army Armenia-Rumania (IMPOSSIBLE).  
TURKEY (David Hood): Army Constantinople-Bulgaria; Army Rumania Supports Army Armenia-  
Sevastapol; Army Armenia-Sevastapol; Fleet Ankara-Black Sea.

FALL 1902

ITALIANS AND TURKS KICK ASS IN THE SOUTH,  
ENGLISH NIBBLE AT FRENCH TOES IN THE WEST,  
ENGLISH AND GERMANS DRIVE RUSSIANS OUT OF SCANDINAVIA

AUSTRIA (Jim Diehl): Army Budapest Supports Army Galicia-Rumania; Army Galicia-Rumania;  
Army Serbia Supports ITALIAN Army Greece-Bulgaria (NSO/ANNIHILATED); Fleet Albania-Gree  
ENGLAND (Edi Birsan): Fleet North Sea-Norway; Army Norway-Sweden; Fleet Irish Sea-Liverpool;  
Fleet Mid Atlantic-Spain (south coast).  
FRANCE (Melinda Holley): Army Picardy-Brest; Army Paris-Brest; Fleet North Atlantic-Norwegia  
Sea; Army Spain Holds.  
GERMANY (Steve Heinowski): Fleet Belgium-English Channel; Army Ruhr-Belgium; Army Munich-Rul  
Army Berlin-Munich; Army Denmark Supports ENGLISH Army Norway-Sweden.  
ITALY (Steve Cooley): Fleet Ionian Sea-Greece; Army Greece-Serbia; Army Trieste Supports Ar  
Greece-Serbia; Army Tyrolia-Vienna.  
RUSSIA (Francois Cuerrier): Fleet St.Petersburg (north coast)-Norway; Fleet Sweden Supports  
Fleet St.Petersburg (north coast)-Norway (DISLODGED; Retreat possible to Skagerrak,  
Finland, Baltic, Bothnia, Off the Board; RETREATS OFF THE BOARD); Army Warsaw-Galicia;  
Army Ukraine Supports Fleet Sevastapol-Rumania; Fleet Sevastapol-Rumania (ANNIHILATED)  
TURKEY (David Hood): Army Armenia-Sevastapol; Fleet Black Sea Supports Army Armenia-Sevasta  
Army Rumania Supports Army Armenia-Sevastapol; Army Bulgaria Supports Army Rumania.

WINTER 1902

ARMIES AND FLEETS RAISED IN EQUAL NUMBERS

AUSTRIA (Jim Diehl): Budapest; 4/1; Removes Army Budapest, Fleet Albania.  
Has: Army Galicia.  
ENGLAND (Edi Birsan); Home, Norway, SWEDEN; 4/5; Builds Fleet Edinburgh.  
Has: Army Sweden; Fleets Edinburgh, Liverpool, Mid Atlantic, North Sea.

FRANCE (Melinda Holley): Home, Portugal, SPAIN; 4/5; Builds Army Marseilles.

Has: Armies Marseilles, Spain, Paris, Picardy; Fleet Norwegian Sea.

GERMANY (Steve Heinowski): Home, Holland, Denmark, BELGIUM; 5/6; Builds Army Berlin.

Has: Armies: Berlin, Belgium, Ruhr, Munich, Denmark; Fleet English Channel.

ITALY (Steve Cooley): Home, Tunis, TRIESTE, VIENNA, SERBIA; 4/7; Builds Fleet Naples, Fleet Rome, Army Venice. Has: Armies: Venice, Trieste, Vienna, Serbia; Fleets Ionian, Rome, Naples.

RUSSIA (Francois Guerrier): Moscow, Warsaw, St.Petersburg; 5/3; No adjustments.

Has: Armies Warsaw, Ukraine; Fleet St.Petersburg (north coast).

TURKEY (David Hood): Home, Rumania, BULGARIA, SEVASTAPOL; 4/6; Builds Fleet Smyrna and Army Constantinople. Has: Armies: Constantinople, Sevastapol, Rumania, Bulgaria; Fleets: Smyrna, Black Sea.

VACANT: Greece

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COMMENTARY: SPRING 1902

Randolph Smyth

No surprises in the southeast: Turkey is now positioned to extract a home center from Russia and build two this winter, with or without any further Austrian help. But the "safe" moves (Army Bulgaria Support Army Rumania, Army Rumania and Fleet Black Sea Support Army Armenia-Sevastapol) would leave his former benefactor quite embarrassed against Italy. David can go with an Italian ally just as well as an Austrian one here, though; so this Fall will tell the tale. Will the Turk risk some of his own gains and antagonize Italy by offering any support to Austria (e.g. Army Bulgaria Support an Austrian unit into Greece)?

Austria may prefer to concentrate on the recapture of Trieste, but it's a questionable use of units with no guarantees. Better, I think, to swallow the loss of that center, hold onto Vienna and hope to stay even with Greece. Army Serbia Supports Fleet Albania-Greece, Army Budapest Supports Army Galicia-Vienna gives him the best shot at avoiding a removal this winter. That gives Russia some chances in Galicia, but Jim must be more concerned with Italy. The funny thing is, how did Austria get himself into such a pickle? After taking a shot at Venice last year, he proceeded to ignore the possibility of counterattack this Spring! Wishful thinking only, or did he get assurances from Steve that weren't followed through? Certainly Italy's prospects are now excellent --- two builds likely, three a possibility if he's aggressive and Austria's not.

In the northwest, France clearly has the short end of the stick against a de facto English-German alliance --- though communications between Edi and Steve seem rather loose in view of the "useless" order by Army Norway. For now, Russia has been able to hold his own; but if England and Germany establish a history of cooperating against a crumbling France, Francois may be in trouble in the north as well. Once Steve Heinowski is satisfied that Steve Cooley is occupied against Austria, Army Berlin may even head east...perhaps as early as this fall.

There's nothing to criticize in the orders of any of the northern powers, though. Melinda is making the best of a very bad situation, though the loss of the Mid Atlantic is devastating psychologically. Where will the English Fleet Mid Atlantic strike, and will either (or both) of the adjacent fleets head for Liverpool this fall?

Italy has improved the most this spring: nothing fancy, just attacking the right place at the right time. Austria is, correspondingly, in the deepest hole, since Turkey may be tempted to accept the Italian-Austrian verdict without interference. If Italy and Turkey ally with six centers each by the end of the year, England and Germany will be hard pressed to keep pace.

COMMENTARY: FALL 1902

Randolph Smyth

Italy has slammed Austria so hard this season that an analysis of why and what-next

becomes almost a waste of time. Jim's orders suggest that he wasn't expecting an attack, which implies that it was a stab; but having said that, any attempt to retaliate with only one unit would be no more than a gesture. Nor can the other players really fault Steve Cooley for being too untrustworthy --- the profit was huge and most of us would have snatched the opportunity. Note that the Italian moves are tailor-made to take maximum advantage of the Austrian ones, so Jim probably revealed his orders to Steve beforehand; a dangerous practice, as events have shown.

The other obvious loser in 1902 is Russia. With Austria crippled, Francois can fight on for a while yet, but it looks like England and Turkey are enemies while Germany and Italy are their respective allies. That's not hopeful since France is not going anywhere in a hurry.

The English-German alliance is the only obvious, solid one on the board, but it will still need time to overcome the de facto cooperation between France and Russia. Dave Hood seems committed against Russia, though I think he'd be foolish to avoid a fleet build this winter with three Italian builds coming. It's Italy that seems to have the controlling position and the interesting choice for 1903. Should he gobble the Austrian remnant and ally with a vengeful Russia attempting to crush the Turk's corner position before England and German roll across to his half of the board? Or is his agreement with Turkey strong enough that he'll turn north and west, leaving Dave to push on against the Russian heartland? And if he goes with the latter option, will his western units be grabbing French centers or supporting Melinda against the English-German alliance?

Once this decision is made, the game is in danger of "settling down" diplomatically for a while. If English-German cooperation is viewed as a permanent "fixture" of the game by the other players, Edi and Steve would have to be lucky to go very far with it. If it provokes a southeastern counteralliance, they could find themselves fighting essentially the entire board. No doubt they are working hard to influence the Italian decision to go east or west.

In the short term, I have to mark Italy as the leading player, but his influence may be short-lived. He can't delay a strategic decision for long; and once he makes it, the control will almost certainly shift to another player with a better neutral position (either Turkey or England). There isn't much that Steve can do about this: he just has to go with the choice that leaves him with the most trustworthy friends. A strange dilemma for the guy that has just pulled off a spectacular and bloody stab!

#### COMMENTARY ON THE COMMENTARY: 1902

Mark Berch

I would not be so quick to move off the subject of Italy's 1902. Cooley went from a poor Fall 1901 (unsuccessful attack on Munich, jittery relations with Austria) to a 1902 which netted three new centers. And he did it without any direct support from another power. While Austria clashed with both Turkey (in Rumania) and Russia (in Galicia); it was Italy who got the Austrian centers. Combine that coup with Italy's safe back door in the west and you have an Italian position and performance which should impress, and then alarm, all the other players.

I'm also not so sure Italy was told of those Austrian orders. If I knew Fleet Albania-Greece was coming, I suspect I'd have gone for Fleet Ionian-Albania, not Fleet Ionian-Greece. Italy is going to want Fleet Naples-Ionian to succeed in Spring 1903; and that will be easier if he doesn't have to vacate the Ionian in the same season. To be sure, Fleet Ionian can now block some Turkish Spring 1903 orders, but at a cost of not developing the new fleet in Naples.

Randolph's "...de facto cooperation between France and Russia" is an example of one commentator seeing something another does not; to me there is no such cooperation.

Although Randolph covers the most likely 1903 options for Italy, I would have also included a less likely one, too. Italy may be (or may think he is) strong enough to ally with Russia against Turkey and make a major western commitment. His forces would then be split, five in the east and two in the west. He has a reasonable chance of bottling Turkey



up with those five units, plus the Russian pieces. Such a plan would give him Greece or Budapest in 1903 for a build, plus time to position the two western units in places for serious 1904 (or even fall 1903) action. It's a risky approach but could avoid the "dilemma" that Randolph rightly points out will likely face him later.

## AN INDEPENDENT PERSPECTIVE: 1902

Eric Verheiden

1902 proved to be a very dynamic year, as is normal in DIPLOMACY. Most of my predictions for 1902 turned out to be fairly accurate, Turkey hitting Russia being the main exception. Good players do tend to move predictably to support their own best interests, propaganda to the contrary notwithstanding. It is the quality of their propaganda, causing their opponents to believe the unbelievable, which makes them good players.

Summarizing the action in 1902, Austria (Diehl) was apparently stabbed twice, in both Spring and Fall 1902, by Italy. As a result, Italy picked up almost all of the Austrian centers. In Austria's defense, his position was almost lost regardless at the end of 1901; there was not much he could do. His only chance was to trust someone, his problem was that the someone gained more from a dead Austria than a live one. Austria is a very tough power to play in games with a strong field, since almost all of Austria's neighbors typically have more to gain from a dead Austria than a live one. In such a predicament, my preference would be to punish my major tormentor (Italy) as much as possible before leaving the game. However, as played, at least Diehl can be out earlier (likely 1903). In GRAUSTARK, that would be worth a new game.

Austria's losses are Italy's (Cooley's) gains and Italy is consequently relatively well fixed --- for the moment. Unfortunately for Italy, so is Turkey at six centers while Russia at three is quite weak. The likely result is an inconclusive battle for the Balkans while the western situation resolves itself. Eventually, one can expect English fleets moving into the Mediterranean (note that Birsan went for Spain's south coast rather than the north coast) and then Italy will be faced with the typical mid-game two-front war. It did not work well for Nazi Germany in World War II and it rarely works well for Italy in DIPLOMACY.

Turkey's (Hood's) moves were a straightforward continuation of 1901, finally biting off Sevastopol from Russia in the fall and eliminating Russia's southern fleet. It was slightly surprising only in that Turkey felt confident enough to move ahead while effectively ignoring Austria. Good diplomacy (keeping Italy concentrated on Austria) is the likely reason. It will be interesting to see now how Hood deals with a three-fleet Italy.

Russia's (Cuerrier's) moves were almost completely defensive and indicative of a lack of allies. His Fleet St. Petersburg north coast build in 1901 became even more of a weak spot in 1902 (as predicted by my previous commentary). Russia can prosper even without a northern fleet presence, but must hold the center, for which armies are required. Without a firm ally (Germany) against England, a north coast fleet simply becomes a target, unable to help (by means of a retreat, attack or bounce) with the central defense.

France (Holley) was reduced to a series of guesses, one wrong (North Atlantic) and one right (Brest) in the Spring and another one right (Spain) in the Fall. I confess that Fleet North Atlantic-Norwegian (in the Fall) seems at best quixotic, as it really does little more than annoy England. However, with the Mid-Atlantic occupied, there is no really good place for it. Leaving it in the North Atlantic would allow it to cut support and little more. I would have probably sent Fleet North Atlantic back to the Mid Atlantic in case of the English moving Fleet Mid Atlantic-Portugal or perhaps to the Irish Sea for better positioning versus both the Mid Atlantic and English Channel. The collapse of Austria does open up a few (albeit improbable) diplomatic opportunities for France. If Italian armies could be freed up to harass Germany, the Anglo-German attack could be significantly slowed or even halted. This would require an Italian-Turkish understanding, strong enough to free the armies, but weak enough to cause the fleets to be left in an eastern Mediterranean face-off rather than the south of France.

Germany (Heinowski) completed his low country Anschluss and even managed a fleet in the English Channel. A little more progress in France would have been preferable, but he

is certainly not in bad shape. A little tentative worrying about the English Fleet in the North Sea and the English Army in Sweden is in order (see below), but probably not for 1903.

England (Birsan) gained only a single center in 1902 (due to some bad guesses), but dramatically improved his tactical position. France is totally on the defensive and, aside from the odd Fleet Norwegian, totally confined to land. Once another center or two drops from France, some interesting options arise. England could ally with a weakened France, grab some easy centers from Germany and wind up as the dominant power of the west, with unrestricted access to the Mediterranean. The likely endgame result (England/Italy/Turkey as the major survivors) definitely favors England due to nearly exclusive access to much of the west. From this point of view, French Fleet Norwegian could actually be a blessing in disguise, as it gives Birsan "cover" for leaving units in Sweden and the North Sea.

Best guesses for the short run (1903) are continuations of the current trends. Austria will disappear while Italy and Turkey clash over the remains in the Balkans (Turkish Fleet Smyrna is hard to construe as anything but anti-Italian). England and Germany will continue to munch on French and possibly more Russian centers.

In the longer run, could Italy and Turkey successfully ally? It is very difficult, probably the most difficult long term alliance on the board (Doug Beyerlein played to a 17/17 Italian/Turkish draw some time back as a lark, since it was so unusual). The basic problem is an inability to structure the alliance for balanced expansion with minimum stab temptation in mid-game. If Italy hangs on to the Austrian centers, Turkey has to expand through a very tenuous route directly to the north while Italy extends to the west. Italian expansion, if he gets away with this, is inevitably much more rapid than Turkish expansion, with resultant discontent on the Turkish side. Turkey getting the Austrian centers unbalances the alliance the other way, in favor of Turkey, with Italian expansion confined directly to the west. Dividing the Austrian centers is not easy either; Austria is the highway to the west and traffic may be easily diverted to the other side of the road.

A temporary arrangement between Italy and Turkey is barely possible, with Turkey always looking for the best time to stab to the west. Meanwhile, Turkey gets first crack at the remaining Russian centers; a small prize, but relatively uncontested. Italy gains a respite to grab a piece of France, but only postpones the day of reckoning with Turkey. Italy is a tough country to play well, I kid you not.

The long term prospects for Anglo-German friendship are better, but frictions tend to develop. The main causes are uneven growth. England tends to do better in the early going and then stall, as the western coastal expansion prospects are exhausted. Germany tends to find it slow going while France and Russia are effective competition and then explodes out into Austria and the Balkans. This transition point causes first greed and then fear reactions on the part of England (Germany's opportunities are more restricted --- armies don't swim and England tends to frown on allies building fleets). Either reason can cause a breakdown in the alliance.

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## GAME OPENINGS

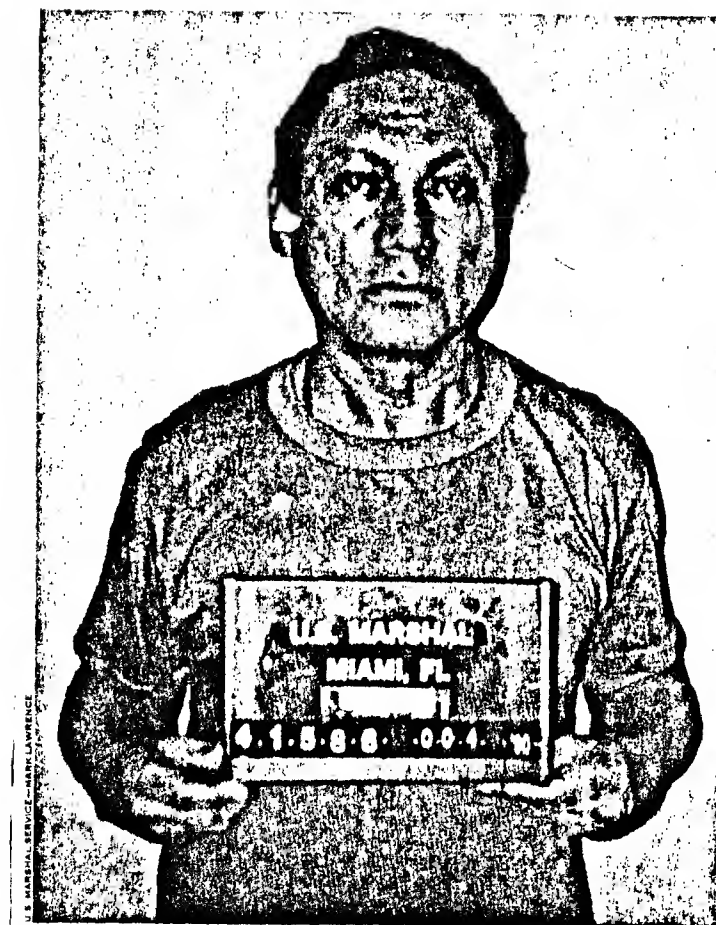
I am still looking for volunteers to participate in the next DW Demo Game. I have three volunteers at the moment and, ironically, they are all from California. Perhaps we can get three of the CADs off their butts and into a game, and maybe I can find a seventh from Tonga! Volunteers should be experienced in postal play, but I am giving preference to individuals who have not played in a DW Demo Game previously. I have a prospective GM lined up, but I can use a commentator as well.

I'd also would like to publish a reprise of a PBEM game of regular Diplomacy, complete with commentary. Anybody interested?

In addition, if any of you publishers or gamemasters have recently completed an especially good postal game in your own publication that you think deserves a wider audience and you'd be willing to write up a brief year-by-year commentary on the game, I'd like to see it. The length of the game is not important and it need not necessarily have ended in a win. The quality of the play is the important thing.

Demo Games are always among the most popular features in DW so, if you think you're hot, why not?

Bad strategy,  
Bad tactics,  
& Bad diplomacy;  
a Study in  
How Not  
to Play Diplomacy.



AS REAL AS IT GETS

Thomas M. Kane

About six months ago, I designed a strategy game without a setting. I wanted to explore the status of war and politics in the late 1980s, and I wanted to avoid rehashing Afghanistan, Angola, Nicaragua or Iran. At the same time, I needed a country with a name that the local wargamers could pronounce. The Lord will provide. Last December we got two wars at once, one in Rumania, the other in Panama. Maybe I'll have to work them both into my game, since taken in juxtaposition, those two clashes make a perfect illustration of the contrasts in what we call war.

The night we heard about Panama, the news announcers would lower their brows and intone that there reportedly were casualties. Yes, there were. There really were. We could feel the commentators exuding vindication. "This isn't just hype," they were telling us. "It's all official now." In Dan Rather's words, "real war, real mud and real blood." Over the next few days, we learned of about twenty-odd American deaths. "Lest we forget," Dan Rather would say, "lest we forget." Sometimes the announcers would add that Panamanians died too.

Thousands perished in Rumania, and only the propagandists have yet ventured to number their corpses.

In Panama, the escape of Noriega and the unexpected resistance of his Dignity Battalions faced US soldiers with "house-to-house streetfighting." Task Force Red

secured the airhead, and Task Force Bayonet led combined-arms assaults while Task Force Semper Fidelis acted as a blocking force. When the fighting reached its peak, our enemies became the "fanatical so-called Dignity Battalions," and analysts warned us that unless we captured Noriega soon, we would have to contend with "brutal jungle warfare" too.

"Jungle warfare" remained hypothetical, but the prospect of "house-to-house fighting" occurred to me the moment I heard about the invasion, and if I had been in Washington, it alone would have convinced me to call off the attack before it began. I envisioned Beirut, Arnheim, and Stalingrad. A city, I had always assumed, was an attacker's grave, where not only every block but every building, every sewer, would have to be taken by assault. Tanks are mere targets in narrow streets, and the most overwhelming bombardment merely produces rubble, the best fortification of all. If there were even a few "fanatic" defenders, the United States' 20,000 troops would count for nothing. A tiny squad in a barricade can hold off hundreds of troops for days, and a machine gunner in an upper story can turn streets into killing grounds reminiscent of the First World War. While pondering this, I picked up the newspaper. It contained an interview with a local youth who, while serving his country by searching some Panamanian's house, had picked up the telephone and made a long-distance call to New England. He said it was pretty exciting in Panama, but he'd be glad when he got home.

Later, the television showed a clip on Rumania. I counted three, six, eighteen, whole battalions of tanks in line, firing volley after volley into a single building, from which snipers continued to shoot people down. Nobody bothered with GI Joe talk. Apparently the Rumanian dictator had groomed his Security Police as an elite corps of bodyguards. They fought the army doggedly, even after their leader's capture, even after his death. Some fanatics are more fanatical than others.

Nobody intended a revolution in Rumania, they say. The revolt happened spontaneously when Nicolae Ceausescu commanded the army to gun down unarmed civilians in the streets, and his soldiers, whose business is shooting people, decided that those were orders they could not obey. Ceausescu had already alienated his people by starving them, selling their babies, denying the elderly medical care, razing cherished structures and building Pharonic palaces with slave labor. Once the revolution began, people knew what they wanted from it. The Salvation Front which formed during the uprising not only provided stirring oratory and paper freedoms, it has already found food for the stores and beds for the sick, making Rumania perhaps the only country where living conditions improved immediately after a brutal war. I, for one, still feel a touch of revulsion when I hear that hundreds of volunteers competed for a chance to fire a bullet into Ceausescu's brain, but, then, those are the sorts of things which happen in war.

In case anybody wondered, the United States named its invasion of Panama "Operation Just Cause." Like a Rorschach ink blot, that name allowed everyone to conjure up a personal idea of what a "just cause" might be. Since something in the American psyche loves a deranged dictator, we all enjoyed the National Enquirer-like revelation that General Noriega wears red underwear to ward off devils. Other people say, often with a twang of hip irony, that we invaded to impose democratic rule. When President Bush had to defend the invasion of Panama to the Soviet Union, he worked himself up, gulped, and said that after an American woman had been threatened and an American Marine kicked in the groin, he felt he had to send some kind of message. My sister, not President Bush, added that the Panamanians had actually shot other Marines when they crashed through a roadblock. That might mean more if we had not already been desperate to invade, shifting impatiently from foot to foot.

Previously, Noriega had not done much to the United States except when he stopped pandering to the CIA. "Taking him out" became fashionable when the government revealed that the Panamanian leader, like his colleagues in Mexico, Columbia and the Contra rebellion, probably sold drugs. The US inserted him into its schedule, and predictably, every time the news tired of talking about education, it would spend a week showing Noriega with his machete and discussing our "options" in Panama. We had spent months kicking ourselves for not intervening when a Panamanian general bungled a coup. President

Bush, who felt particularly kicked, knew what people expected of him. War, as Clausewitz said, is the continuation of politics by other means.

After we eventually pried Noriega out of the papal safe-haven, Americans congratulated themselves on winning the "mind games," all the while reassuring themselves psychological warfare really was war. Americans in Panama had one thing in common with the Rumanians. Both possessed a shameless appetite for grinding their enemy into the dirt. We revel in comic-book eloquence like the endlessly repeated observation that, "The old tyrant may find prison not the lifestyle to which he has grown accustomed."

The United States may someday find war contrary to the lifestyle to which it has grown accustomed.

I cannot say how much Panamanians suffered under Noriega's "reign of terror," although my suspicions rose after the NBC news on January 6 showed a feature exposing Panama's "notorious" island prisons, where the plump murderer they interviewed complained that his shower did not work. However, I can say that an invasion of Haiti, Uruguay, Guatemala or El Salvador would be equally liberating and, if handled correctly, equally popular with the natives. Maybe we could even arrange for someone to invade us and arrest the corrupt financio-terrorists who brought on the Savings and Loan fiasco.

#### NEW BLOOD: PEOPLE WHO HAVE INQUIRED ABOUT DIPLOMACY

Mark Brifman, 17742 Rayen, Northridge, CA 91325  
 Jim Abbott, 920 Park St., #2N, Grinnell, IA 50112  
 John Quigley, RD #1, #337, Zionsville, PA 18092  
 Michael P. Nangle, 15 N. Fernwood Ave., #44, Clearwater, FL 34625  
 Richard Ditch, 4080 Huerfano Ave., #147, San Diego, CA 92117  
 Michael W. McClellan, 14426 Amargosa, #102, Victorville, CA 92392  
 Leo Kartman, 596 La Conner Dr., #10, Sunnyvale, CA 94087  
 Robert Cummings, 804-146 Olde Pioneer Trail, Knoxville, TN 37923  
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 Rob Stella, 22539 Imperial Dr., Richton Park, IL 60471  
 Kabin Carder, Box 261, Douglass, KS 67039  
 Mark Boylan, Box 961, W. Caldwell, NJ 07007  
 Dan Blaesing, 11150 Glenoaks, #75, Pacoima, CA 91355  
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 John Topchik, 3457 St. Antoine St. West, Montreal, Quebec H3Z 1X1, CANADA  
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 Ronald Welch, Jr., 35 Elm St., Eldred, PA 16731-0425  
 Kevin Kinsel, 21561 Oakbrook, Mission Viejo, CA 92692  
 David Lagerson, 8412 McNulty Ave., Canoga Park, CA 91306  
 Glenn Petroski, 210 W. Hunt, Twin Lakes, WI 53181  
 Brad Trefz, 1005 11th Ave. North, Clinton, IA 52732  
 David Hambley, 1190 S. Bear Creek Dr., Merced, CA 95340  
 Martin Vogel, 3324 New England Dr., Rockford, IL 61109  
 Nathaniel Christian, 250 Palisade Ave., Yonkers, NY 10703  
 Jason Pascale, RD #1, Box 333, Bloomsbury, NJ 08804  
 Scott Zak, 45 Overlook Terr., #7A, New York, NY 10033



ETIENNE MAURICE FALCONET (1716-1791)  
AMOR (called: L'amour menacant)  
Rijksmuseum Amsterdam

## REPEATING WHAT YOU NEVER HEARD

Mark Berch

Usually, when you lie in a Diplomacy game, you speak of yourself. You discuss moves you have no intention of making. You give explanations that have nothing at all to do with why you actually did what you did. But these have severe limitations. They are generally not verifiable. And anything we say of ourselves is treated as self-serving and hence very suspect. But a lie about someone else can get around these problems, and hence be much more believable.

I had the opportunity to do this in postal game 1984HW, published in Randolph Smyth's FOL SI FIE, which concluded recently. I was France, corresponding actively with England and Germany at gamestart. Neither seemed to be interested in a western triple, e.g. an alliance consisting of England, France, and Germany; so I wanted to poison the English-German relationship. But how?

Germany had written me early on a very specific and very aggressive proposal for a French-German attack on England, starting right in Spring 1901. I knew him to be an active and thorough diplomat, so it occurred to me that he had probably written a very similar letter to England. I figured that he had probably proposed an immediate Fleet London-English Channel, Army Munich-Burgundy plan for Spring 1901.

So I wrote to Germany, and casually mentioned to him that England had told me of the Fleet London-English Channel and Army Munich-Burgundy proposal. I fleshed it out a bit to add plausibility. I did this for two reasons. I needed an explanation for why I had moved Army Paris-Picardy and Army Marseilles-Burgundy in Spring 1901. I said I wanted to take some precautions against plan without doing something as drastic as Fleet Brest-English Channel. And I wanted to sow discord between the English and Germans. Of course, the truth was, England had never told me anything of the sort.

The German player did believe this fabrication about England. He confirmed my guess by pointing out that there was nothing wrong with making such a proposal to England early in the game. And during the crucial pre-Winter 1901 negotiations, he expressed distinct annoyance that England had done this. The plan, basically, worked.

Germany could have asked me for the English letter, but that would not have been a problem, since I never said that England passed the letter in the first place. He could have asked for a copy of England's letter to me. In that case, I could have fallen back on a general policy against letter passing.

But he didn't, and I wouldn't expect him to. The point here is, if a lie appears on its face to be plausible, then suspicions are never aroused in the first place. Since my guess about the German letter was correct, it probably never occurred to him that the England-told-me part wasn't.

Opportunities to pull off this particular type of deception aren't going to come along very often, obviously. But you should be alert to the possibility of passing along non-existent gossip that the recipient would have good reason to believe.

And, as a more general rule, if one aspect of what you are saying is true, it's a lot easier to slip in another aspect of it which is not true. This is particularly true when what is ostensibly the most important part of the message is true. That was the case here, and it will be true in other cases as well.

WHY DID NAPOLEON ADVANCE UPON MOSCOW, INASMUCH AS THE CAPITAL  
OF RUSSIA WAS THEN NOT MOSCOW BUT ST.PETERSBURG?

Allan B. Calhamer

In 1812, Napoleon advanced upon Moscow with 500,000 men. The Russians resorted primarily to harassment and scorched earth, and relied upon the severity of the Russian winter. Napoleon won a couple of battles, and captured the city, but the city went up in flames, Napoleon retreated through the winter weather, and only 7,000 of his men stumbled out of Russia alive.

A generation later, the Marquis de Custine, a Frenchman, travelled Russia in order to write a travel book, which has recently been republished as THE EMPIRE OF THE CZAR.

Custine asked the perceptive question, why Napoleon chose Moscow as his objective at all; then he answered oddly that he believed Napoleon had a boob's fascination for capturing capital cities.

The difficulty with this answer is that, as of 1812, Moscow had not been the capital of Russia for over a century.

Even when Moscow was the capital, it was not so for an especially long period, for Russia was not unified before about 1550, while the capital removed to St.Petersburg in 1703.

It is true that Moscow was referred to as "the old capital." The patriarch there seemed to out-rank the other patriarchs of Russia; but the Czar was the head of the church, and his seat was at St.Petersburg. True, the Czar spent some time in Moscow every year. That fact meant that there would be palaces to sack, and a defeated emperor's bed for the conqueror to sleep in.

The military value of capturing a capital, however, would probably have accrued only if St.Petersburg had been taken. Since it is possible for opposing armies to continue fighting even though their capital has been taken, the question is, what is the value of that particular place. If the personnel of the seat of government are captured or scattered when the capital is taken, then any army attempting to continue fighting must do so without the aid of the central government --- especially without its ability to tax and allocate, and without its ability to assemble information drawn from all over the country. The capture of the treasury might also ensue.

The capital theoretically can be moved any time to any place; but practically the invaded country may not start soon enough to restore government at some new place.

Thus, while it might have been almost impossible to defeat an army without meeting it, and very difficult to meet it if it refused to make a stand, one might have tried to force it to make a stand by threatening to deprive it of its capital.

However, Napoleon did not attack the capital.

It is true that the Russians allowed themselves to be smoked out to the extent of a single battle (Borodino) before Moscow; but then they fled the city, set it on fire, sabotaged the fire-fighting apparatus, and so on. Thus the occupation of Moscow became another incident in the scorched-earth war.

When Napoleon attacked a relatively small country, the chances are that it was impossible for that country's army to evade the Napoleonic army, since there was so little space into which to retreat. A pitched battle might then have to be fought, Napoleon winning; whereupon he occupied the capital and the war was over. If this sequence of events occurred often enough, it might begin to leave the impression that occupation of the capital was the key to a successful outcome.

But if so, it is still enigmatic why Napoleon set out after Moscow, and not St.Petersburg. It is not likely that France would have surrendered upon the loss of Marseilles. Neither would any opponent have expected to defeat France principally by occupying Marseilles.



It does not seem likely that Russia would have surrendered even if Napoleon had occupied Moscow successfully, holding it for an extended period. Obviously the St. Petersburg government would have been weaker without the Moscow revenues and other contacts; possibly contacts with points further south would also have been broken. However, the Russian armies were intact, the capital was intact, and considerable territory would have been intact.

(The Ukraine, which might have been cut off from St. Petersburg in such an event, is valuable today for its agricultural production; but probably it was not that way in 1812. In the United States, for comparison, there was little farming of the prairies until after 1825, when the first steel plow that could cut across the tough prairie sod was invented. The Ukraine in 1812 was still Cossack country. But even in 1942, when Russia lost the Ukraine to Germany, Russia still was not defeated.)

Then why did Napoleon set out after Moscow?

A familiarity with the game of Diplomacy can suggest a most interesting answer.

In 1812 France controlled Germany, Austria, Italy, Spain, and the Low Countries. On the Diplomacy board, this territory would include fifteen supply centers.

The powers of importance outside this bloc were only Britain, Sweden, Russia, and Turkey. Denmark, which controlled Norway, was an important neutral.

Britain had been fighting France for years. Britain gained naval supremacy with the victory at Trafalgar in 1805. France could not advance against Britain, in spite of her formidable land power.

Britain projected force in areas especially vulnerable to sea power. She had occupied Portugal and was fighting to drive the French out of Spain. She had also destroyed the Danish fleet (to prevent it falling to Napoleon), by bombardment as it lay in harbor, in 1807. This action had been deemed so important that it had been done in violation of Denmark's neutrality.

Sweden was no longer a Great Power, but was still important. France had turned her against Britain in 1810 (offering her Norway).

Russia was allied with France, and was fighting Turkey only. Turkey controlled the Balkans. In the game of Diplomacy, those holdings would have given her enough strength to stand off a concentrated Russian attack, while still guarding against France. In 1812, however, Russia had swept through Rumania and was threatening Bulgaria.

Perhaps this time seemed ideal to France for a stab of Russia. There was no chance to advance against Britain; but Sweden was helping against Britain, and Turkey was fighting Russia. Throwing in the tremendous land power of France, it might have been possible to conquer Russia while defending against British harassment in the rear.

Russia anticipated the stab. Custine remarked that the Russians were excellent at diplomacy, attributing this capability to the prevailing condition in which they could find out a great deal about any other country, whereas other countries could find out very little about Russia.

Napoleon lost the diplomacy both north and south, as Sweden switched sides, allying with Britain and Russia (they also offered her Norway); while Turkey was offered, and accepted, a cheap exile into neutrality, giving up only Bessarabia.

With his problem thus rendered more difficult, Napoleon nevertheless stepped off into Russia. Why did he aim at Moscow?

Considering the difficulty he was having in Spain, and the English and Swedish presence in the Baltic, one obvious answer is that he did not want to risk operations before St. Petersburg, because seaborne troops could operate against his rear in Livonia.

Since, as we have indicated, even a successful campaign against Moscow was not likely to defeat Russia, it appears that strategic difficulties due to hostile control of the Baltic forcibly deflected him into a dubious grand strategy.

It is interesting to note that Napoleon seemed to be "off his feed" throughout the Russian campaign, as if he were plagued by misgivings. At the start, it was widely believed that he was still trying to negotiate with Czar Alexander, even after the invasion had begun. Trying to make peace the move after a stab is a really difficult bit of negotiation. He courted the alliance of the Cossacks, but lost them, too. In other campaigns he paid careful attention to his soldiers' uniforms; in Russia some

of them were campaigning in frock coats or butcher's aprons, or whatever they could find. He declined to offer freedom to the Russian serfs, in spite of his occasional adherence to principles of the Revolution.

Observers described him as preoccupied. After a time, the difficulties imposed by the enemy's scorched earth policy must have been pretty depressing. Hay for the horses had to be brought all the way from the border. The roads were lined, and the creeks jammed, with dead horses. Cossacks burned the towns in the French path, and Russian cavalry were raiding behind the French lines.

But perhaps the invaders' commander realized, most of all, that he was leading them off in the wrong direction, to capture a faraway city, a legendary city, a wealthy city, a city of dust, mosquitoes, and wierd-looking churches, but not the center of resistance.

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#### FOUR FOR FOUR STARS

As anyone who knows me will tell you, I'm not a big movie buff. In fact the last time I got really excited about a movie was when AMADEUS came out several years ago.

So it's a bit of a shock for me to be suggesting you see no less than FOUR different motion pictures, but each one of them is worth the time and money it will cost you to see it. First up is the 1988 film of DANGEROUS LIAISONS which is now showing on HBO. The film is a superb adaption of a play based on a 1782 French novel. Anyone who wants to improve their diplomatic skills should see it. And if you plan to attend WORLD DIPCON II this summer you should make a point of seeing the new HENRY V (I say new, because the Olivier film of Shakespeare's play is now 45 years old). The film will tell you anything you want to know about Matt McVeigh, and you're sure to cross swords with him at WDC. Finally, two new films, DRIVING MISS DAISY and GLORY, have just been released. I saw the stage version of DRIVING MISS DAISY last year in London with Dame Wendy Hiller. It was fine, and the film is just as good. GLORY is probably the best American Civil War film since GONE WITH THE WIND, black and white, color or no color. 'nuff said.

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#### SNEAK PREVIEWS: #58 & #59

I have very little material on hand for the next two issues of DW, #58 due out in April and #59 due out in July. Let me correct that a bit. I do have a great deal of material that I could use, but little of it directly relates to the game or hobby. So, if you are or of those people who likes to read something besides PEERIBLEAH, I suggest you get to typewriter or word processor and start work.

For #58 I'm especially looking for materials dealing with the strategy, tactics and diplomacy of the eastern half of the gameboard (e.g. Russia, Germany, Austria, and Turkey Scandinavia and the Balkans). Note the two contests announced in this issue. For #59 I'm looking for good convention and tournament reports, since we'll be in the middle of the summer con season. #59 is scheduled to be my last regular issue as DW's editor and it would be fun, I think, if you readers provided the material for that issue. Otherwise you know what's coming down the pike. I have no plans to publish a complete report on my two European trips in DW because I'm not sure how interested you would be in reading what I have to say about my trips, other than the Diplomacy related stuff I've already published. If you have strong feelings, one way or the other, let me know. It may motivate me.

It's pretty obvious that many of the best players in the hobby are going to WORLD DIPCON this June. I'd like to include some background information on their Diplomacy playing in the spring issue of DW. So if you've had some experience, either face-to-face or postal, with any of the CADs, LADs, or others who will be there, why don't you share them with us? I know Gurley, Sellers, Hood, Birsan, Cho, and Cooley have weaknesses and I'm willing to tell all, but I'd like a little moral support from the rest of you.

## COOKING WITH GREECE

Diplomacy is a game of intrigue and suspense, much as a good mystery or spy novel is. The only difference is that you are an active participant in this "novel", rather than a passive observer. You can try to go where you want to go, rather than having to follow the lead of the author.

As in any situation, in order to achieve your goals over those of an opponent, you must have some edge so that your plans receive a higher priority. In Diplomacy, this is usually done from a position of strength, however, there are certain locations on the playing map that can give this advantage to the player without that overwhelming power.

Greece is one of these important locations, being the most important province in the eastern half of the board. Only Belgium can begin to rival it for importance on the whole board. While Greece is a supply center, it is important not only for its own sake, but also because of the tactical advantages that it gives to its occupier. This advantage is in the form of supports. Greece is located in such a central location that it controls both the land and sea routes between east and west. In order to advance one way or the other, either you, or an ally who is willing to give support, must control Greece.

Greece is very important to each of the three countries that surround it, but holds the greatest importance for Turkey. With its corner position, Turkey has an excellent defensive position, but along with this advantage comes the difficulty of trying to break out and make its own attack. There is only a limited potential for advancement in the north, therefore if Turkey is going to have a chance at winning, they must make an attack to the west. If an army can be maneuvered into Greece, Turkey will have a unit in position which will be able to give support into the heart of the Balkans. If a fleet can be positioned into Greece, Turkey then has the option of attacking Italy by sea, rather than having to go through Austria and attacking by land, a difficult achievement regardless. The major disadvantage is that they are basically mutually exclusive. Without cooperation from, or at least neutrality by the other, Turkey can not force both the Balkans and the Ionian Sea since a fleet is required for one action, and a fleet for the other.

Any attack that Austria intends to make against Turkey must include Greece. Greece is the pivot point upon which any type of invasion must hinge. One special advantage that Austria holds over Turkey is that a fleet in Greece is infinitely more useful than an army. Whereas Turkey must use a fleet for a seaborne attack and an army for a land attack, an Austrian fleet can support both a land attack into Bulgaria and a sea attack into the Aegean Sea. With such an advantage, it is surprising that Turkey so often does not contest Greece, rather allowing Austria to move its first fleet in unopposed. However, if Austria is forced onto the defensive, then the fleet may become a burden. All supply centers are land based, and the fleet can not support any armies which are trying to hold in Serbia. Denying Greece to Turkey, though, still slows down any advance they can make.

Greece holds the least importance for Italy among these three powers, but it also holds the most potential. While both Austria and Turkey have special needs and gain certain advantages by controlling Greece, Italy's control of Greece can only lead to positive results. A fleet is able to support a second fleet into the Aegean Sea as well as an Austrian army into Bulgaria. An army can also support an Austrian army into Bulgaria as well as a Turkish army into Serbia. Not only does Italy have every advantage that both Austria and Turkey do, but they also gain the advantage of outflanking Austria by conveying an army into Greece. They can attack Austria from both sides at once beginning in 1902. A second additional advantage they hold is that once the first enemy is disposed of, the unit in Greece is still in a great position to give supports against the former ally. A third advantage is that if everything fails, Italy is usually able to back out and try another tact without much risk.

Even when Russia is taken into consideration, Greece still does not loose its importance. If a united front is being thrown at Russia, Greece can serve to support front line units against the onslaught. If one power is allied with Russia vs. the others, the importance of Greece intensifies as gains must be made to prevent Russia from overrunning the enemy and gaining all of his supply centers, or else to prevent yourself from being overrun quickly.

Frequently, the fight over Greece determines who will be the dominate power in the eastern portions of the board. It can serve as both a hinge in any attack by any power in any direction, or as the lynch pin in a static defense against overwhelming odds. With its central location in the eastern Med., it can not be ignored. The major goal of any player should to quickly establish ownership, and if that is not possible to either deny it to anybody else, or make them defend Greece with everything they have.

- Gen. John McCausland

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#### A TIP OF THE HAT

First, to John Caruso, who led this year's PDORA (Peoples Diplomacy Organization Relief Auction) which raised and distributed nearly \$500 to various American hobby custodians and service providers. John's been doing this for years and this year's auction went very well, especially considering I forgot to donate anything to it. I'll make it up to you this year, John, I promise.

Second, to Eric Klein, who is leading a one man effort to recruit new people into the hobby via the PBEM network. Which reminds me, who was the last person YOU recruited into the hobby? That's what I thought.

Third, to Richard Walkerdine, long-time publisher of MAD POLICY and host for MANORCON for years of valiant service to the Diplomacy hobby everywhere; and, perhaps more importantly, for knowing when to cal it quits; and doing it the right way. When you see him at WORLD DIPCON II this summer, buy him a beer, a lager, an ale, or a stout. He's not fussy; he'll drink anything, epecially late in the evening or early in the morning. Better yet, take him to breakfast the morning after. He'll love you forever.

## GREAT POWER PERFORMANCE: A CAD PERSPECTIVE

Michael Lowrey

	WINS	DRAWS	2NDS	ELIMS	PTS	AVG
AUSTRIA	12	35	7+	90	7379+	40.1
ENGLAND	14	62	23+	39	11396+	61.9
FRANCE	10	48	13+	46	9994+	54.3
GERMANY	10	42	6+	78	8040+	43.7
ITALY	5	25	8	85	6696+	36.4
RUSSIA	16	28	5	80	7895+	42.9
TURKEY	15	54	17+	58	10229+	55.6

	DRAWS	2-WAYS	3-WAYS	4-WAYS	5-WAYS	6-WAYS
AUSTRIA	35	8	13	12	1	1
ENGLAND	62	15	25	17	4	1
FRANCE	48	17	13	14	4	-
GERMANY	42	10	17	11	3	1
ITALY	25	10	6	7	1	1
RUSSIA	28	10	11	3	3	1
TURKEY	54	14	23	12	4	1
		42	36	19	4	1

The total number of games covered is 184. This number includes all games, except for those which are irregular, loca, or started before 1980, as reported in EVERYTHING 74-81. The number of wins total 82, or 44.6%; eliminations total 476, or 2.59 a game. Please note that the CAD Scoring System is used, with 3 centers not occupied (or errors made in the listings), and several powers have, on occasion, shared second place (which is what the "+" stands for in the 2NDS column).

ENGLAND: About what I've come to expect: lots of wins, few eliminations. Draws an awful lot; if not, often the second largest power to the winner.

TURKEY: How does Turkey win so many games? No power is so far from the stalemate lines with late builds that are so irrelevant. Part of the answer is the weak performance of Italy (especially) and Austria. Another major part of the answer could well be Turkey's good diplomacy with the western powers to prevent stalemate lines from stopping his advance, or western powers that can't get their act together when Turkey gets big.

France: Not far behind Turkey, France's performance is about as expected: lots of good finishes, relatively few eliminations. The third place comes from relatively poor performances in the most recently completed games.

GERMANY & RUSSIA: Tightly spaced, both are "make or break" powers. One either does well or dies; four center Russian survivals aren't that common. Surprising is the extreme Russia takes this to. Although having the most wins, it has been in only 3 of the 19 four-way draws covered! Apparently, in a game with multiple centers of power, Russia just can't measure up.

AUSTRIA: The Dual Monarchy is not far behind the Russians and Germans. A fair amount of offensive potential combined with sitting on top of Balkan dot mass makes this the ultimate "make or break" power, with eliminations in nearly half of her games.

ITALY: The original postal cellar dweller, with the fewest wins and draws, and the second most eliminations. The high number of non-survivals is interesting. Unlike

Austria, Germany, or Russia, Italy faces no likely enemy until 1903. There are no immediate two front wars for Italy. Still, Italy manages to get crushed, usually between a pair of fleet powers, in nearly half of its games. Might more Austrian-Italian-Russian alliances be an answer to this and Turkey's generally powerful position?

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## THE 1990 CON CIRCUIT

Winter is usually a pretty slow season for gaming conventions and tournaments that feature Diplomacy (and other games, of course). Still, WARCON is being held February 2-4, and the STRATEGICON people will start of the year in Los Angeles with ORRCON '90 in February from the 16-19th. It's a good way to see a lot of the LAD crowd in their native environment. Things really begin to happen in May, when a young Dipper's fancy turns to red blood and black dots. On May 5-6 the friendly people at the University of Maine at Farmington will host UMF-CON, featuring Diplomacy and the first annual MARGARET CHASE SMITH SNOWMOBILE GRAND PRIX (Snow, seasonally available). Info: Table Gaming Club, c/o Student Life Office, Student Center, 5 South Street, Farmington, ME, 04938. You have two choices over Memorial Day weekend. Rumor (and that's all I hear at the moment) has it that the people at Mary Washington College in Fredericksburg, VA, will return with another MARYCON. That's a serious Diplomacy event. The same weekend you can opt for GAMEX '90 in Los Angeles, another of the STRATEGICON events.

Everything busts out in June, including DIPCON and ORIGINS. DIXIECON IV, DIPCON XXIII, and WORLD DIPCON II will all be held simultaneously in Chapel Hill, NC, from June 22-24. I understand that Robert Sacks will rise to a point of order every time that David Hood does not refer to the event by all three of it titles. David McCrumb is working on a super variant game, to be held in the Tar Heels Basketball Pavillion, featuring the LADs vs. CADs, refereed by 34 Marines from Camp Lejeune. The following week those who are able, or crazy enough, will stagger down to Atlanta for ORIGINS XVI, The Big Gaming Event of the year. It runs from June 28 to 1 July.

Summer will be in full swing by July and there'll be lots of Diplomacy. PEERICON X will be held in San Diego from July 28-29. Featured this year will be a "pluck a duck" contest, gamemastered by Don Williams, and a Ron Cameron designed tournament scoring system guaranteeing Hohn Cho the winner's prize, even if he comes in last.

No details at the moment but I'm sure they'll be forthcoming as the NOVAG, ATLANTICON, CAN-CON, MADCON, POOLCON and other events get into their Dippy finery. I can't wait to run into Gary Behnen at Vince Lutterbie's next POOLCON.

There will be lots of Diplomacy overseas if you're headed that direction. MANORCON, Britain's biggest Diplomacy event, will be held in Birmingham on July 20-23. Ask Walkerdin for the details at DIPCON. MIDCON, same city, is November 4-6. Other events will dot the European map from Narvik, Norway; to Liege, Belgium; to Paris, France; and on to Vienna, Austria. And if you want to see the world's biggest rat race, try Essen in come Fall. Even the Australians will get into the act with several state and a national event this year. Personally, I'm holding out for Papau New Guinea and Tonga. Anybody want to join me?

So, as you can see, your Diplomacy opportunities this year are limited only by the credit limit on your credit cards and your susceptibility to jet lag. Beyond that, it's a whole, new ball game. The rules may be a bit different, the mapboards may look a bit weird, and the pieces may have some strange colors, but a black dot is a black dot is a black dot. I know because Debi Peters told me so. On the other hand, Linda Courtemanche told me that they were all melted Hershey Kisses.

Anyway, if you are planning, or host a Diplomacy event this summer be sure to send us the info well before the event so we can publish it in DW. And send us a write-up afterwards so we can tell the world what happened at your Con.

## A CONTEST

### DIPLOMACY: RELEVANT FOR THE NINETIES?

#### THE CASES FOR EASTERN EUROPE AND CENTRAL AMERICA

Recent events in Eastern Europe and Central America have bothered, bewildered, and bewitched all of us. No one, least of all the experts, knows what lies ahead in either area; but I'd like to encourage you to look at either, or both, of these events, and geographical areas, from a Diplomat's perspective.

Perhaps a contest will motivate you to do just that. The contest is divided into two halves, Eastern Europe and Central America; and each half is divided into two parts, an essay question and a variant game design competition; so there are four elements to the whole contest. You may enter one, two, three or all four parts. Each part will be judged separately.

The essay question is the same for both the Eastern Europe and Central America halves, "BASED ON YOUR EXPERIENCES AS A DIPLOMAT, WHAT DO YOU THINK WILL HAPPEN IN EASTERN EUROPE (or CENTRAL AMERICA) IN THE NEXT DECADE?"

Eastern Europe is defined as including the spaces occupied by Russia, Germany, Austria, Turkey, Scandinavia, and the Balkans on the regular Diplomacy mapboard. Central America includes the countries from Mexico to Columbia.

Essays will be judged on the basis of their originality, scholarship, and relevance to Diplomacy.

Essays should be at least 3,000 words in length, typed, single-spaced, on 8½ by 11 inch paper, with one-half inch margins, and consist of original material, except for brief, footnoted, quotations from source material. The author's name, address, and telephone number should be printed clearly on the back of the first page.

Variant games for either part, Eastern Europe or Central America, should include the above defined areas, and adjacent spaces as needed. Maps should be drawn in black ink on white paper no larger than 11 by 17 inches. Larger scale maps may be submitted, but individual sheets must not be larger than 11 by 17 inches, with a one-quarter inch margin.

Rules should be prepared in the essay format on separate sheets of paper from the maps. All instructions and rules needed for the play of the game should be included, as well as any special pieces, other than those used in the regular Diplomacy game. Designer's Notes are welcome. The designer's name, address and telephone number should be printed clearly on the back of the map and on the back of the first page of the rules.

Variant games should be generally faithful to the Diplomacy concept; but scenarios, design concepts, and rules are by the designer's choice. Playability, player balance, relevance to Diplomacy, and historical accuracy are the main factors the judges will evaluate.

Contest judges will be drawn from the DW staff. Prizes will be awarded in all four parts of the contest.

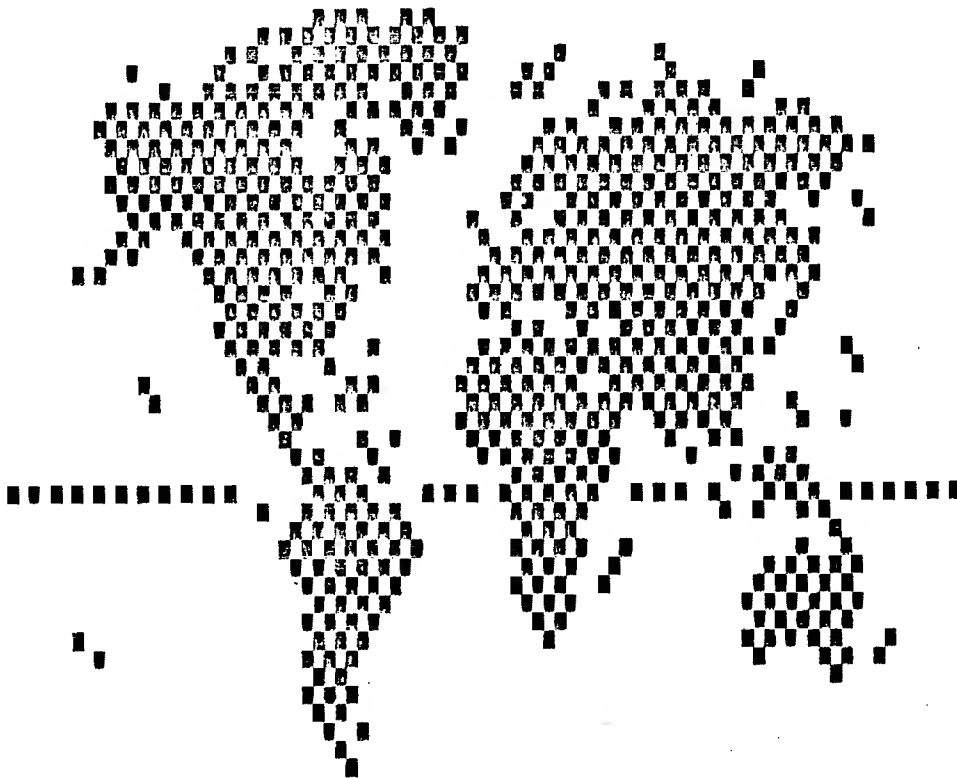
The deadline for all submissions is 2 June, 1990. Winners will be notified by mail. Winning entries will be published in DIPLOMACY WORLD and/or WORLD DIPLOMACY. Additional entries may also be published.

Diplomacy, in the context of this contest refers to Allan B. Calhamer's game as marketed in the United States by Avalon Hill Game Co., by Gibson's Games in the United Kingdom, and by Parker Bros. in Europe. Entry in the contest is open to any Diplomacy fan, anywhere.

Send entries to: DIPLOMACY CONTEST, Larry Peery, c/o DIPLOMACY WORLD, Box 620399, San Diego, CA 92162, USA.

Hobbyists world-wide are requested to reprint this announcement locally.

# WORLD DIPLOMACY



No.

**ONE**

Coming

**FALL 1990**